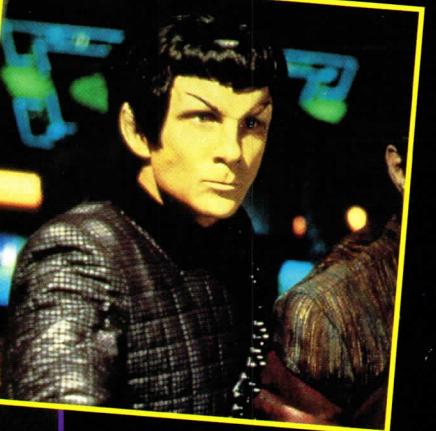
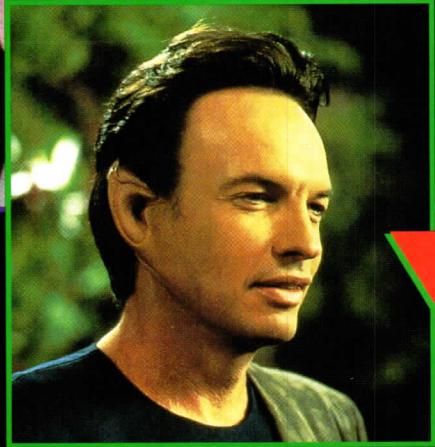
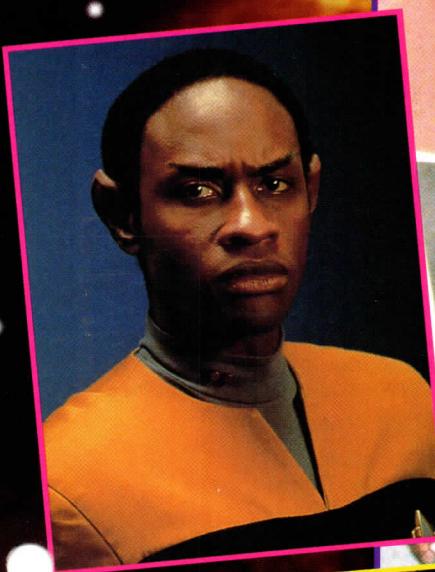


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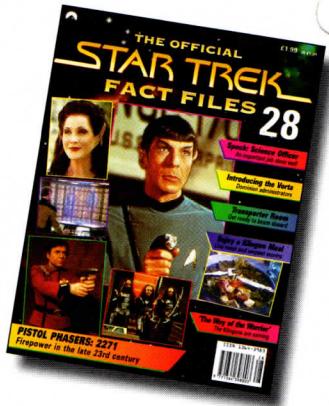
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CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3 CARD 3K

CHARTING
THE GALAXY

ALPHA QUADRANT

DREMA IV

CLASS-M PLANET

Contact is made with an inhabitant of this planet in 2365, in breach of the Prime Directive. For humanitarian reasons, Lt. Commander Data responds to a broadcast from a young female on Drema IV who reports on the instability of her planet; it is undergoing seismic stress due to the geological positioning of large deposits of dilithium. The U.S.S. Enterprise NCC-1701-D helps to stabilize the planet's geological structure from orbit, and the crew manage to avoid any further contact with the people. Sarjenka, the one girl who does have contact with the ship, has her memory wiped to avoid any cultural contamination.



Drema IV is an extremely unstable planet. Sarjenka is the only inhabitant of Drema IV to make contact with beings from another world.

DYTALLIX B

CLASS-M PLANET

Class-M planet and former mining site in the Mira star system. Dytallix B also serves as a surreptitious meeting point for a group of Starfleet captains in 2364 who suspect that there is a Starfleet-wide conspiracy. Here, Captain Picard is warned by Walker Keel of an alien infiltration, which is later further exposed by Admiral Norah Satie.

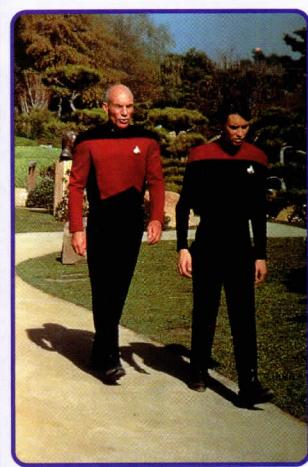
EARTH

CLASS-M PLANET

Earth, located in sector 001, is one of nine main planets revolving around the sun, or Sol. It is a central base for Starfleet and the Federation. This pleasant Class-M planet has had a tumultuous past, but shortly after its Third World War, first contact with another



Earth, an influential and peaceful planet, is a founder member of the United Federation of Planets and home to Starfleet. In orbit around Earth are several space stations and starship-building fleet yards.



race, the Vulcans, leads to its new destiny as a planet of peace. Physically, the planet is characterized by seven large land masses, polar ice caps and three main oceans; two thirds of the surface is covered by water. Human bipeds, along with a variety of mammals, fish, reptiles, birds, insects and micro-organisms, populate the planet. Earth is also wealthy in mineral resources, although some of these, such as oil, have been somewhat depleted.

Many areas of planet Earth offer a pleasant climate with lush vegetation, as seen at Starfleet Academy, located in San Francisco, North America.

DULISIAN IV

CLASS-M PLANET

This planet features a Federation colony. In 2368, a supposed distress call is sent out to the U.S.S. Enterprise NCC-1701-D in an attempt to lure it away from a covert Romulan attempt to invade Vulcan. The Enterprise is near Romulan space at the time, orbiting Galorndon Core, one half light year from the Romulan Neutral Zone.

DURENIA IV

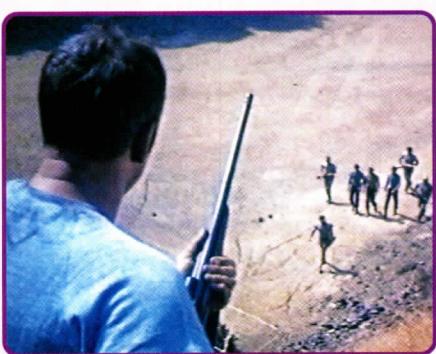
CLASS: UNKNOWN

Durenia IV is the intended destination for the U.S.S. Enterprise NCC-1701-D in 2367 before an incident prevents the journey from taking place. An experiment, run by Ensign Wesley Crusher and involving a subspace warp bubble, or nonrepulsive toroidal subspace field, goes wrong, causing the temporary disappearance of his mother, Beverly.

892, PLANET IV

CLASS-M PLANET

Class-M world in system 892, with a society similar to that of Earth's Roman era, albeit with modern technology such as television broadcasts, popular magazines and automobiles. Televised Roman-style gladiatorial combats are a popular form of entertainment; slavery also exists on the planet. A group of people dissatisfied with the hegemony of the planet call themselves 'The Children of the Son'.



The humanoid society on 892, Planet IV is remarkably similar to, though more advanced than, the Roman culture which flourished on Earth.

The Guide to the STAR TREK Galaxy

FILE 3

CARD 3K



CHARTING
THE GALAXY



CHARTING
THE GALAXY

ALPHA QUADRANT

EKOS

CLASS-M PLANET

A n advanced humanoid society, **Ekos** is located, along with sister planet **Zeon**, in the star system of **M43 Alpha**. A Federation social observer, **John Gill**, visits the planet in the 2260s, and the seeds for a cultural catastrophe are planted when he instructs the natives in social organization based on the Nazi model from Earth's 20th century. Two

ideals are reinforced by this experiment: power corrupts, and the Prime Directive must be maintained at all times. The crew of the **U.S.S. Enterprise NCC-1701** visit the planet in 2268 and actually help to reunify Ekos and its suppressed neighbor. However, John Gill, who had only hoped to help the planet develop, is murdered by one of the **Ekosians**, **Melakon**, and is unable to help restore the planet to a healthy state.



The Ekosians become more Nazi-like than John Gill intends when he introduces that style of social organization.

ELAS

CLASS-M PLANET

T his Class-M world is located in the **Tellun Star System** and is host to a warrior-like humanoid race, the **Elasians**. Elas has been at war with its neighbor, **Troyius**, for many centuries. The two planets eventually reach a crisis point where each side has the ability to destroy the other. To settle their differences, it is proposed that the beautiful but temperamental **Dohlman of Elas**, **Elaan**, should marry the leader of Troyius. At first she is reluctant, but eventually sees the benefits her sacrifice would bring. Elasian females produce powerful love-inducing tears; any male coming into contact with them, as **Captain Kirk** does in 2268, becomes insanely devoted. Kirk is freed from his obsession when he is reminded that his true love is the **U.S.S. Enterprise**.



The tears of Elasian women have the ability to completely captivate males. The Elasians do not know of a cure.

EMILA II

CLASS: UNKNOWN

I n 2366, after the **U.S.S. Enterprise NCC-1701-D** deals with the issue of **Dr. Nel Apgar's** death at **Tanuga IV**, the ship takes on a new heading to **Emila II**.

EL-ADREL IV

CLASS-M PLANET

T he fourth planet in the **El-Adrel** system and location of an historic meeting between a **Tamarian** captain, **Dathon**, and a **Starfleet** captain, **Jean-Luc Picard**. The Tamarians, also known as the **Children of Tama**, use a hard-to-understand language based on metaphors, and Dathon brings Picard to **El-Adrel IV** in an attempt to help him learn more about them and their language. Together, Picard and Dathon must cooperate to slay an indigenous beast with the ability to cloak itself.



Dathon brings Picard to El-Adrel IV, hoping to form a bond with him that will help both their peoples.

ELBA II

CLASS: UNKNOWN

E lba II has a poisonous atmosphere and is the location of a **Federation** penal colony for the criminally insane. The Elba II facility, administered by **Donald Cory**, is taken over in 2268 by one of its inmates, a former **Starfleet** fleet captain **Garth of Izar**, who has the ability to shapeshift. He uses this to mastermind an escape, along with other inmates from the colony, with the intention of taking over the **U.S.S. Enterprise NCC-1701**. He is foiled after he assumes the image of **Kirk**, and **Spock** deduces that he is not the real captain. Cory is restored as governor of the colony, and Garth remains behind to undergo further treatment.



Marta and Garth of Izar are both inmates at the Elba II penal colony for the criminally insane.



THE ROMULAN
STAR EMPIRE

The Guide to the STAR TREK Galaxy

FILE 12 CARD 5



THE ROMULAN
STAR EMPIRE

THE TAL SHIAR

The dreaded Tal Shiar are one of the most efficient intelligence agencies in the Galaxy. Romulan citizens live in terror of them, and other species have learned how deadly they can be.

The Tal Shiar are the Romulan secret police. They are one of the most ruthless organizations in the Galaxy and inspire fear in all Romulans, from lowly shopkeepers to powerful starship commanders.

Commander Konsab, a lecturer at the Romulan Intelligence Academy explains that "... in order to function, military officers have to trust each other. Members of the Tal Shiar, on the other hand, trust no one. They expect deception, so they always find it."

Covert actions

The Tal Shiar have been involved in a number of plots to destabilize their enemies. In 2366 and 2367 they attempt to influence Klingon politics in the wake of Chancellor K'mpec's death, secretly backing an attempt by the Duras family to seize power from K'mpec's legal successor, **Gowron**.

In one related Tal Shiar operation, **Lt. Commander Geordi La Forge** is brainwashed and attempts to assassinate the Kriosian governor, **Vagh**.

A few months later, Tal Shiar operatives, including **Sela**, are active on Qo'nos as the Klingon Empire is plunged into civil war. The Tal Shiar deliver supplies to the Duras family's forces, but the Federation intervenes, disrupting their operation and helping

Gowron to defeat his enemies.

This is a particularly aggressive period in the Tal Shiar's history, and shortly afterward they attempt an invasion of Vulcan. The Tal Shiar use **Senator Pardek**, an operative who has posed as a reformer for several decades, to lure **Ambassador Spock** to **Romulus**. Meanwhile, they have also acquired three Vulcan ships. They capture Spock and try to force him to announce a peace

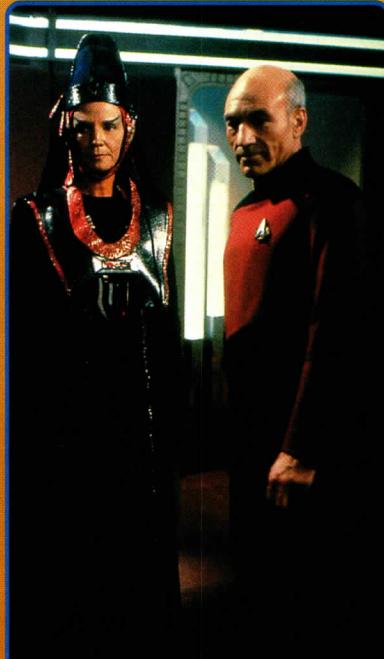
► **Tal Shiar forces are involved in a massive, but futile, attack on the Dominion. It is ultimately revealed that Colonel Lovok of the Tal Shiar has been replaced by one of the Founders.**

initiative, but the plan, which is again supervised by Sela, is a failure and the Tal Shiar decide to destroy their own invasion force of more than 2,000 troops rather than let them be captured.

First hand information about the Tal Shiar is

► **When the Romulan resistance kidnap Deanna Troi and take her to a WARBIRD, they disguise her as a member of the Tal Shiar. The fear inspired by the Romulan secret police is so great that no one questions her actions.**

► **Romulan operatives often remain undercover for many years. Their racial similarity to the Vulcans enables Subcommander Selok to successfully pose as Ambassador T'Pel. She earns a reputation as a skilled negotiator, and becomes an honored diplomat.**



► **Even though her mother was a human, Sela is one of the Tal Shiar's most dedicated operatives. She is deeply involved with plans to install the Duras family as rulers of the Klingon Empire, and to launch an invasion of Vulcan.**



gathered by **Counselor Deanna Troi** when she is kidnapped and taken to the **Imperial Romulan Warbird Khazara**, where she is forced to pose as Tal Shiar **Major Rakal**. As she enters the crew's presence, the **Betazoid** feels their off-the-scale anxiety and then, as she leaves, their massive relief.

The ship's commander,



 The Tal Shiar lure Spock to Romulus by encouraging him to believe that the Romulans are ready for reunification. In reality, they plan to use a hologram of him to help in their planned invasion of Vulcan.



THE ROMULAN STAR EMPIRE

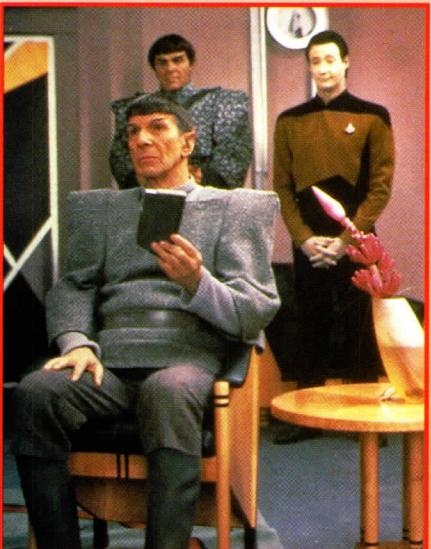
The Guide to the STAR TREK Galaxy

FILE 12 CARD 5



THE ROMULAN STAR EMPIRE

THE TAL SHIAR



 Pardek spends more than 60 years in the employ of the Tal Shiar. Throughout that time, he poses as a radical, reforming senator. He attends the Khitomer accords where he befriends Spock, and years later he lures him to Romulus, where Pardek is involved with the resistance movement.



Toreth, hates the Tal Shiar more than she fears them, because when she was a child they dragged her beloved father out of the house and into the darkness.

The Tal Shiar's power is such that when one of their officers issues orders that violate Romulan law, a

crew will still obey.

The Tal Shiar regularly employ Falxian assassins. In 2371, an operative named Retaya arrives on *Deep Space Nine*. His target is a Cardassian resident, Elim Garak. Odo discovers Retaya's intentions, interrogates him, and then escorts him

to the airlock.

As Retaya leaves, his ship suddenly explodes. Analysis shows that a forced neutrino inverter bomb, of the type preferred by the Romulans, destroyed the craft. The Tal Shiar admit their involvement, but excuse the incident as the lawful

execution of a convicted criminal and repudiate any involvement in an assassination plot.

Odo discovers that the Tal Shiar and its Cardassian equivalent, the Obsidian Order, have covertly combined forces under Enabran Tain and plan to destroy the Founders' homeworld in the Gamma Quadrant.

The Tal Shiar commits a fleet of Warbirds, specifically designed for the Tal Shiar and bearing its insignia, doubling the size of the attacking force to 20. They also supply cloaking technology to the Cardassian ships.

Tain's surprise offensive, however, is greeted by 150 waiting Jem'Hadar ships. Soon, absolutely nothing remains of the combined

Tal Shiar/Obsidian Order fleet.

The Founders knew about Tain's efforts at every step, thanks to strategically placed shapeshifters. Even on Enabran Tain's own ship, Colonel Lovok of the Tal Shiar is actually a shape-shifting impostor. The Founders not only knew about the campaign, they actively encouraged it.

Uncertain future

Shortly before Tain's ship is destroyed by the Jem'Hadar, the fake Colonel Lovok explains that both the Tal Shiar and the Obsidian Order had been, "... ruthless, efficient organizations – a definite threat ..."

The Obsidian Order collapses in the aftermath of the attack, but it is not known what happened to the Tal Shiar.

 Neral is a Romulan proconsul who works for the Tal Shiar. Like Pardek, he poses as a reformer while providing his masters with vital information.

SINISTER PLOT



Maneuvers

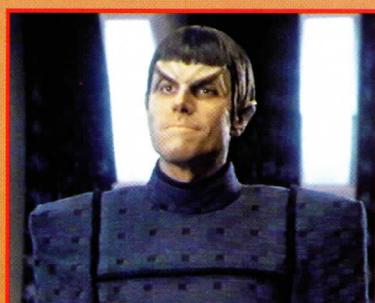
The Romulans are known for their complicated plots. They rarely make the first move, and prefer to test their opponents' resolve, hoping to provoke them into action. Because of their cloaking technology, it is impossible to know how widespread Tal Shiar operations are. After an aggressive period in the 2360s they seem to have settled on a more cautious policy, but they should never be underestimated.

 Geordi La Forge's VISOR provides the Tal Shiar with a unique opportunity. Using devices which interface with Geordi's visual receptors, the Tal Shiar brainwash him to the point where he is ready to assassinate the Kriosian governor.

 Romulan intelligence operatives are ruthless. Although the Romulans are an emotional people, members of the Tal Shiar seem free of compassion or remorse.



 The Tal Shiar are quite ruthless, and destroy their own invasion fleet, killing thousands of troops, rather than let it be captured by the Federation. The Tal Shiar are rarely opposed by the military, who fear them.



ROMULAN FACTS

 In 2366, Romulan operatives are discovered on Galorndon Core. It has never been established what they were doing. Their activities may be linked to the attempted invasion in 2367.

 Sela is apparently the daughter of Tasha Yar from an alternate future. Her mother was killed attempting to escape from Romulus.

OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 5

OTHER GROUPS
AND RACES

THE OCAMPA

The Ocampa are blessed with perfect memories and powerful mental abilities, but for five hundred generations this short-lived species has been almost totally dependent on the mysterious Caretaker.

The Ocampa are a humanoid race, with powerful mental abilities, and an unusually short lifespan. There are at least two groups of Ocampa living in the **Delta Quadrant**. The largest party live on their home planet, but another colony has been established on a space station.

At one point all the Ocampa lived on the surface of their world, but an accident caused by alien beings triggered a warming effect that turned their fertile planet into a waterless desert.

Powerful guardians

The aliens felt responsible for the problems that their actions had inadvertently caused, and chose two of their number to stay behind and care for the Ocampa. The aliens led the Ocampa through a deep chasm to a subterranean cavern where they have lived ever since – for more than five hundred generations.

The aliens designed and built an entire city for the Ocampa. Over the generations they continued to care for them, as parents might care for their children. Food processors dispense nutritional supplements at exact intervals. Huge viewscreens display images of forests and oceans, of the surface world that had once been the Ocampa's home. And the entire city is

protected by a forcefield.

However, at some point one of the aliens, a female called **Suspiria**, decided to take some of the Ocampa away from their planet and establish the colony on the space station.

The other alien, whom the Ocampa know as the **Caretaker**, remained behind to care for those on the planet. Under his

watchful care, the Ocampa have become a stagnant people. The intelligence of their ancestors remains, but the drive to use it has gone; they are no longer able to care for themselves. The Ocampa are led by elders who interpret the Caretaker's wishes.

When the Caretaker, who lives on a space array orbiting the Ocampa planet,



► **Most Ocampa live in a technologically advanced city beneath the surface of their homeworld. Everything is provided for them by the Caretaker, who ensures that their lives are as enjoyable and comfortable as possible.**

IDEAL HOMES

Dependency culture

Since the terrible environmental accident that devastated their home planet, the Ocampa have been cared for by two aliens from another galaxy. These aliens have constructed a city for them beneath the surface of their world, and Suspiria has created the space station, where the Ocampan colony is based. Over the years most Ocampa have become extremely dependent on their alien benefactors.



Home from home

The Ocampan colonists live on a space station which resembles the Caretaker's array. Tenis tells Kes that their station is full of life.



► **Gardens**
A small group of Ocampa have decided they should be more independent, and have established gardens where they grow their own food.



► **Distant god**
Although the Caretaker provides everything necessary for their existence, from food and water to images of the sky, the Ocampa have never seen their protector, and line the streets to look at the visitors sent by the Caretaker.

▼ **Underground**
The sophisticated Ocampan city is in a huge cavern below the surface of their world. It is light and airy and has the only water left on the planet.



The Guide to the STAR TREK Galaxy

FILE 18 CARD 5



OTHER GROUPS
AND RACES



OTHER GROUPS
AND RACES

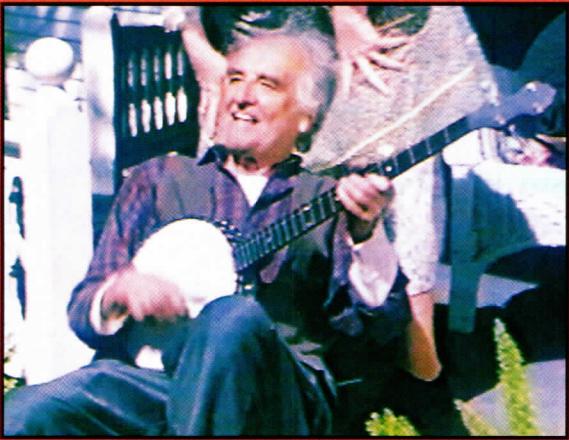
GALAXY FACTS

► *Suspiria takes the group of Ocampas away from the homeworld 300 years before the Caretaker dies.*

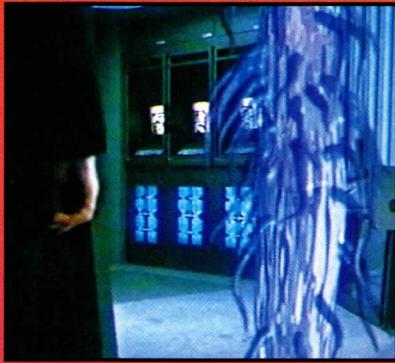
► *None of the Ocampas have ever seen the Caretaker. They believe that it is against his wishes to visit the surface.*

► *Suspiria has the ability to take Ocampas to an area of subspace where they exist as pure thought.*

▼ *The Caretaker thinks of the Ocampas as a race of children. He considers it his duty to care for them since his people ruined the surface of their planet.*



THE OCAMPA



► *Suspiria has taught her Ocampas to develop their mental powers and to believe in their own superiority. She believes that the crew of the U.S.S. VOYAGER killed the Caretaker and is determined to avenge his death.*

realizes he is dying, he sets about sealing off all access to the Ocampas' underground world so their enemies, the **Kazon-Ogla**, cannot attack them. The Caretaker is aware he has protected the Ocampas too well, and that they could never survive on their own. When the Caretaker dies, he has transferred enough power to the Ocampas' city to last for five years.

With the Caretaker gone, the Ocampas will eventually be forced to return to the surface of the planet. Even before the Caretaker dies, there are some Ocampas who have dared to strike out on their own.

This group of Ocampas have broken from tradition and left the city. In their colony, a compound of terraces hacked out of the stone walls of the cave, they grow fruit and vegetables under banks of lights that provide artificial sunlight.

They try desperately to convince the rest of the Ocampas that they have been dependent upon the Caretaker for too long, to the point where they can no longer even think for themselves.

Short-lived

The Ocampas on the homeworld have a lifespan of less than a human decade, but those on the colony live to a greater age, and some are as old as 20.

The Ocampas have only one opportunity to mate. When a female Ocampas reaches the age of four she enters a time of life known as the **elogium**, and her body becomes fertile. She begins to form a sac on her shoulder, in which her child will grow. Mating must begin within 50 hours of the onset of the elogium.

During actual mating, the Ocampas bond for six days. They are held together by a compound known as the **ipasaphor** which is secreted from their skin. When it is born, the baby emerges from the sac feet first.

Fast learners

Ocampas children grow extremely quickly. At six months old they resemble human teenagers and they reach 'adulthood' within a year. They have photographic memories and are capable of absorbing vast amounts of information at great speed.

As an Ocampas approaches the end of his or her life, he or she enters

▼ *During the elogium, Ocampan females produce the ipasaphor, a sticky substance that binds them to their mates during the six-day-long mating process. Here, Kes and Neelix discuss their possible mating.*



a period known as the **morilogium** and begins to age rapidly, dying within a period of a few months.

The Ocampas also possess psychic abilities, although in the Ocampas who remain on their homeworld most of these abilities remain latent. These Ocampas can communicate telepathically, but they seem to have lost all their other abilities.

Corrupting power

Under Suspiria's influence, the Ocampas living on the colony have developed the ability to accelerate the growth rate of plants and to move and heat objects through psychokinesis. They can also use their abilities to sense and destroy life.

While the Ocampas on the homeworld seem to be a peaceful and somewhat passive people, these Ocampas revel in their powers and believe their mental abilities make them superior to other races. They place little value on the lives of other species, whom they regard as little more than pets.

► Arrogant
Tanis is one of the leaders of the Ocampas who live on the colony on Suspiria's space station. He clearly considers his people to be inherently superior. He believes that the Ocampas' mental abilities lift them up above other races, who have a 'lesser' perception of reality.



PSYCHIC POWERS



▼ *Kes has little knowledge or control of her maturing mental abilities. However, since she joined the crew of the U.S.S. VOYAGER and Tuvok began to help her, her powers have grown noticeably.*



► *Tanis takes pleasure in using his mental abilities to destroy life, and teaches Kes to do the same. When she expresses horror at her actions, he tries to persuade her that, as an Ocampas, she has the right to do as she pleases.*

FILE 20 U.S.S. ENTERPRISE NCC-1701



SHIP:

U.S.S. ENTERPRISE NCC-1701

BRIEFING:

SYSTEM LOCATIONS

SYSTEM:

SENSORS AND MAIN DEFLECTOR

Sensors, sometimes referred to as scanners, are instruments that can be used to detect and analyze objects at a distance from the instrument itself. *Constitution*-class starships such as the *U.S.S. Enterprise NCC-1701* use a **duotronic** external sensor array.

On the *Enterprise*, sensors are located across the ship's hull, although they are concentrated in a sensor dome on the underside of the saucer section. The main deflector dish is at the front of the engineering hull, and is one of the ship's most distinctive features.

The purpose of the main deflector is to repel space debris which could cause severe damage if it collided with the vessel's hull. At warp speed, collision with even a micrometeor could prove fatal. Even individual hydrogen atoms can cause dangerous friction. The deflector emits a beam which sweeps any dangerous materials from the ship's path. Long-range sensors are used to detect any large objects, such as asteroids, which cannot be moved out of the way by the deflector.

Navigational sensors

Sensors are of course vital to the ship's navigational systems. Information is relayed directly to the helm station, and can be used to calculate the ship's position. Sensors are also capable of detecting other vessels, although they can be deceived by cloaking devices which, in the late 23rd century, are employed by both the **Romulan** and **Klingon** empires.

During battle, sensors are capable of recording the velocity and heading of other ships and any damage that might be inflicted on them. In some cases, the *Enterprise* can



detect an enemy ship's weapons powering up.

These sensors are not infallible, it can take a vessel like the *Enterprise* almost three seconds to detect another ship, if it arrives at the right point in the bandshift. When fighting a cloaked vessel this delay can be fatal, and it provides enough time to initiate a ship-to-ship transport.

The sensors are an essential part of the *Enterprise*'s mission of scientific exploration and are regularly used to record data on space

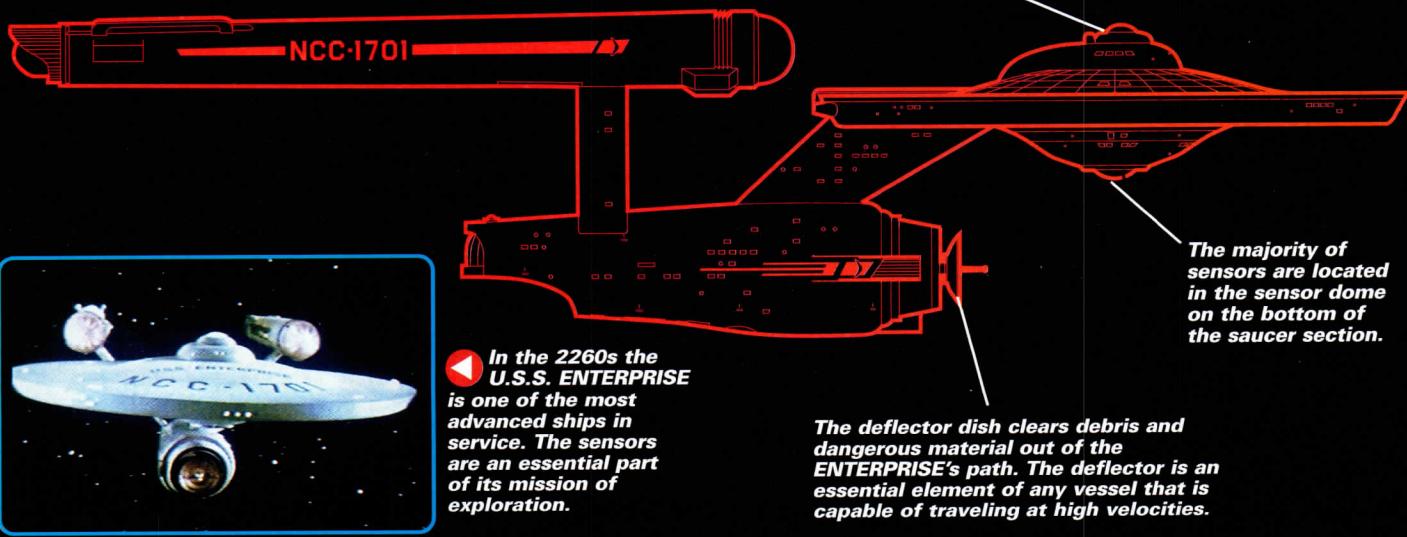
Without the deflector dish, the U.S.S. ENTERPRISE would not be safe traveling at high sublight velocities or warp speed. The deflector emits a beam which clears dangerous materials from the ship's path, which would otherwise collide with and severely damage the hull.

phenomena such as quasars. Sensors are capable of recording dimensions, mass, and density, and can take a wide variety of readings, including radioactive and

SYSTEMS LOCATOR

STARBOARD VIEW

Vital information from the sensors is relayed to the bridge, where it is analyzed by the navigator and the science officer.





FILE 20 U.S.S. ENTERPRISE NCC-1701

electromagnetic emissions.

Although the main viewscreen's position at the front of the bridge gives the illusion that it is a window, the images on it are actually produced by the sensors, which translate the information they gather to produce a recognizable picture. Sensors can be adjusted to generate images at different magnifications and from various angles around the ship.

Sensitive instruments

The *Enterprise*'s sensors are sufficiently sensitive and discriminating to detect life signs, the chemical and physical composition of an object, the size and age of an object, and the age of its components. Sensors are even sensitive enough to discriminate between the readings generated by different life forms.

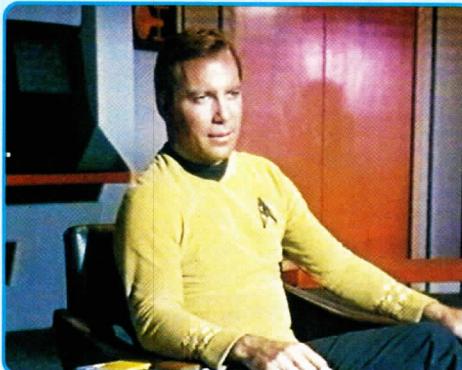
In orbit, the *Enterprise*'s sensors can provide information which is accurate enough to calculate beam-down coordinates. All the information received by the sensors is automatically recorded and stored in the ship's computers, where it can be accessed at any time.

Reading ship's sensors and making the information they gather available to the captain is generally the job of the science officer. The science duty station is combined with the library computer console and is located on the perimeter of the bridge – behind and just to the right of the captain's chair. This station is designed so that the science officer can instantly compare any new data with information already stored in the ship's computers. The science duty station provides readouts for sensors, the main computer, and access to a variety of analytical instruments. The information is primarily relayed through visual interfaces, but the science officer often also uses an earpiece which provides him or her with an audible readout.

Internal sensors

The *Enterprise* is also equipped with internal sensors. These can help track intruders and specify the condition of particular decks and cabins of the ship. For instance, internal

▼ The sensors provide the captain with all the information he needs to make command decisions. Without them, he would effectively be blind.



▲ Visual readouts allow the science officer to analyze anything the ship encounters. Sensors are capable of determining the size, composition, and age of almost any object or phenomenon.



▲ The science station also provides information to the science officer through an earpiece. The combination of audio and visual systems enables personnel to deal with all kinds of information.

▲ Computer systems automatically record any sensor data and store it for future use. Information is recorded on disks which can easily be carried from one place to another.

sensors can quickly inform those in command whether life support systems on a particular deck are functioning within acceptable limits and monitor any damage to the ship's structure. The internal sensors can scan the entire ship for specified material in a matter of seconds. Internal sensors are capable of detecting every heartbeat on the ship, and with sufficient information the computers can screen out

readings from individuals. The sensors are also capable of detecting various kinds of activity on the ship, including unauthorized transmissions. A tricorder with a scan field above 20 milliwatts will alert the *Enterprise*'s internal sensors.

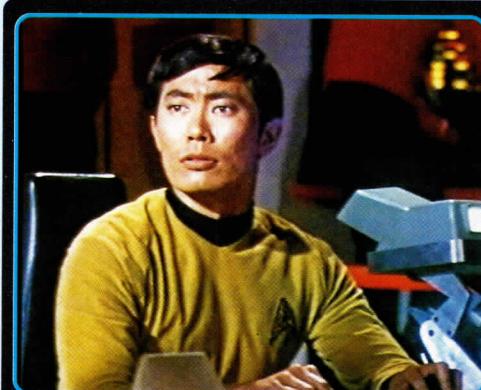
Away from home

Information gathered by the ship's main sensors is supplemented with data gathered from various sources. Landing parties regularly use the **tricorder** to gather information. The basic general-purpose tricorder is the size of a small bag and is carried over the shoulder on a strap when not in use. It is normally used by yeomen and science officers.

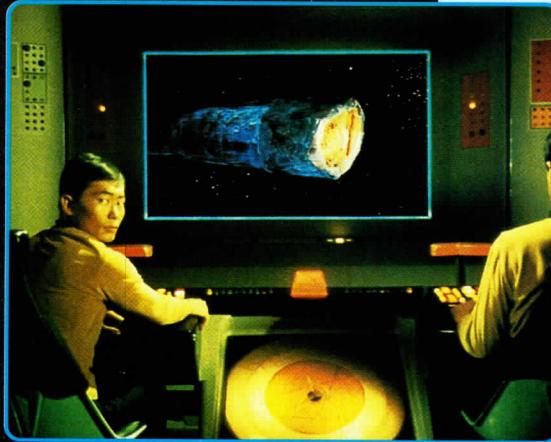
Though its abilities are not as great as those of ship's sensors, a tricorder is useful in the field for detecting and analyzing life forms, artifacts, and natural phenomena. Information may also be recorded and later downloaded into ship's computers for analysis.

The *Enterprise*'s **class-F** shuttles are also equipped with sensors. And if, for one reason or another, the *Enterprise* itself is unable to spend time examining something, one of the shuttles can be despatched to investigate. As with the tricorder, the data can be downloaded to the ship's powerful main computer.

NAVIGATION



▼ The astrogator console between the navigator and the helmsman can exactly pinpoint the position of the ship, even when it has been thrown violently off course.



▲ Ship's navigation depends very heavily on the sensor systems. A special viewer which emerges from the helm console allows the helmsman to access readouts that show the position of approaching ships or any unusual phenomena. He is also able to register damage on any enemy vessels.



FILE 29 U.S.S. VOYAGER NCC-74656

SHIP:

U.S.S. VOYAGER NCC-74656

BRIEFING:

GATHERING SUPPLIES

Captain Kathryn Janeway, of the **U.S.S. Voyager NCC-74656**, finds her ship and crew in a precarious situation, having been brought to the far reaches of the **Delta Quadrant** by the **Caretaker**. At maximum warp it will take nearly 70 years for the ship to return to the edges of **Federation** space. And the reality is that it will probably take far longer.

Thus, Janeway must devise a plan that addresses the most pressing problems on Voyager's long trip home: supplying the ship with fuel, repairing and maintaining vital equipment, and finding foodstuffs to feed the crew. Therefore, standing orders onboard Voyager state that all newly discovered planets will be explored for foodstuffs and other useful materials.

Refueling

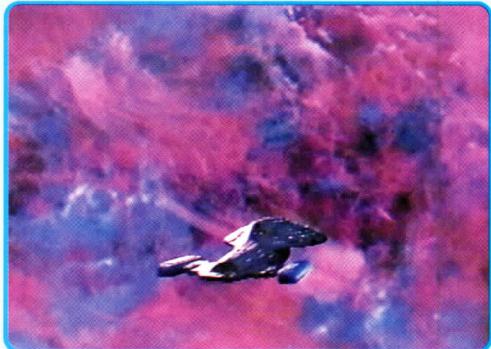
Voyager normally carries a sufficient amount of antimatter and **deuterium** for about three years of standard space operations. Refueling should have been accomplished at a **Starbase** by means of a special-purpose tanker. Entire antimatter containment pods are loaded through

the external cargo bay doors (transporter loading is possible, but considered too dangerous given the highly unstable nature of antimatter and the large masses involved).

However, without access to Federation starbases, the antimatter supply is now of concern to Voyager. Conservation measures help to extend the supply, but it is limited. The **warp drive** systems on **Galaxy**-class ships, like the **U.S.S. Enterprise NCC-1701-D**, incorporate a quantum charge reversal device, also known as an antimatter generator. Voyager carries a device much smaller than the *Enterprise*'s. The limitation of these devices is that the spin reverser is extremely inefficient; it takes 10 tanks of matter to get one tank of antimatter.

Dilithium crystals, essentially the spark plug of a starship's warp drive system, are also of concern. If the ship's **theta-matrix compositing system**, used to recrystallize used dilithium, is damaged, a burned-out crystal could prove to be a serious problem. The crew is therefore continually on the lookout for naturally-occurring dilithium, an

Space phenomena often seem to provide the opportunity to gather valuable substances, such as omicron particles. However, these phenomena occasionally turn out to be sentient, and many of them are dangerous.



The Vidiians

One of the **U.S.S. Voyager**'s early supply missions brings them into contact with the deadly **Vidiians**, a race determined to gather their own supplies. Investigating an asteroid that appears to contain valuable deposits of **trilithium crystals**, a *Voyager* team is attacked and Neelix's lungs are stolen. Although the crew manage to restore Neelix to health, the Vidiians continue to pose a threat during *Voyager*'s first two years in the Delta Quadrant.

The Vidiians have been infected with the **phage**, and need to harvest organs from other species. Later the same year, another team is taken prisoner by the Vidiians, and one crew member, **Lt. Peter Durst**, is killed. The Vidiians pose a particular threat to supply missions, as their bases often give false readings designed to lure in unsuspecting species. But not all Vidiians are threatening; one, Danara Pel, provides *Voyager* with vital medical supplies that enable them to treat Captain Janeway and **Chakotay** for a serious condition.



On one supply mission Neelix unwittingly provides supplies of his own to the Vidiians, who gather organs from other species.

The Vidiians pose a serious threat to the crew of **VOYAGER**. Their bases often give readings which suggest they contain valuable mineral deposits. The **VOYAGER** crew have become a potential source of supplies themselves for the desperate Vidiians, who need body parts from other races to survive.



Several races, including the Sikarians, have offered their help to the **U.S.S. VOYAGER**. But the crew must always be aware of their benefactors' hidden agendas.



Damaged components such as a columnator may require assistance from advanced species.

STARSHIP FACTS

- The **U.S.S. Voyager** was designed to travel for extended periods without refueling, but it was envisaged that she would make regular visits to starbases.
- Bussard collectors on the warp nacelles regularly collect stray hydrogen atoms to act as a fuel supply.
- Energy cannot be diverted from the holodecks to other systems as the power matrix is incompatible.





FILE 29 U.S.S. VOYAGER NCC-74656

extremely rare mineral found on very few asteroids and planets.

On **Stardate 48546.2**, *Voyager* encounters a nebula that radiated high levels of useful **omicron particles** which could be collected and used to augment the antimatter supply. The nebula is seven AU's in diameter, composed of mostly hydrogen, helium and hydroxyl radicals, and produces intermittent gamma and thermal emissions. *Voyager* penetrates the nebula, attempting to traverse the 64 million kilometers within it to collect the omicron particles. This attempt, however, proves to be disastrous as the nebula is actually a living entity and causes an overall 20 percent depletion of energy reserves.

Other attempts to gather valuable materials prove equally problematic. A new element that could be extremely valuable turns out to be part of the decaying corpses of a race from another dimension; interfering with their remains is deemed unacceptable. Samples of photonic energy collected on **Stardate 48693.2** are actually sentient and therefore again unsuitable.

Other potential sources of energy can be dangerous. **Tom Paris** is almost lost attempting to use a shuttle with modified **Bussard collectors** to pick up plasma from the wake of a **subspace eddy**; he is pulled into an interfold between space and subspace, and is lucky to make it back to *Voyager*.

Foodstuffs

Most food aboard the ship was to have been provided by the food **replicators**. However, due to the huge power drains that the replicators place on the ship's systems, replicator and **holodeck** usage has been rationed.

This has forced the crew to supplement their diet with non-replicated food. **Neelix**'s familiarity with the Delta Quadrant provides the crew with an opportunity to locate and collect natural food alternatives.

Captain Janeway's private dining room has been converted into Neelix's kitchen; the area immediately outside it serves as a mess hall. Neelix's position

as ship's cook makes him invaluable to the crew, and **Kes** helps to stretch the food supplies by growing vegetables in her aeroponics garden in one of the cargo bays.

Neelix's natural creations include **Takar Loggerhead eggs**, **Ailis pate**, **Felada onion crisps**, **stuffed Cardaway leaves**, **Grissiban cake**, **leola root**, a variety of tubers and a coffee substitute made from a proteinaceous seed. Unfortunately, this substitute turns out to be a viscous syrup, repulsive to *Voyager* diners.

Regular supply missions to planets have their problems. The distances between suitable planets often push food reserves to the limits, forcing the crew to spend time trying to gather foodstuffs from inhospitable worlds.

Interaction with other species is also a difficult area. Some races are willing to offer assistance, but often have their own agendas. The *Voyager* crew have been drawn into at least one interplanetary conflict.

Conservation measures

To conserve power during long stretches of open galactic flight, *Voyager* dims its lighting systems and rations energy to power-intensive devices.

Plants and other specially tailored microorganisms augment the atmospheric processing systems during periods of power conservation. Power conservation means that power to the medical replicators, used to produce custom pharmaceuticals, is also reduced. It may be possible to augment the stored and replicated medicines onboard with exotic chemicals or plant materials found on new planets.

Voyager does not carry an unlimited supply of **quantum torpedo** casings or shuttles, so new ones will need to be fabricated from raw planetary materials.

Ultimately *Voyager* may have to face an unusual and serious problem. Over the course of their journey, which may take more than 70 years, they may require more crew members. As yet, no solution has been decided upon.



Some potential sources of energy have turned out to be sentient, and therefore highly unsuitable for the U.S.S. VOYAGER's needs.

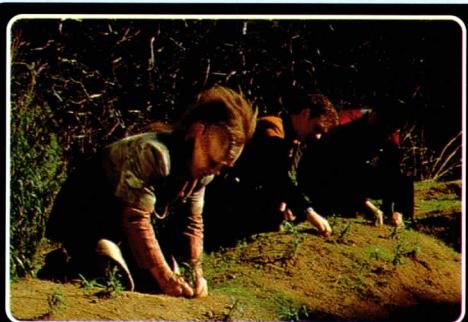


Other potentially valuable resources have been discovered to be the remains of beings from another dimension, and again unusable.



Shuttles make regular supply missions to planets, though in many cases promising readings turn out to be misleading. A protein-rich atmosphere does not necessarily indicate the presence of edible plant life.

STRANGE FRUIT AND STRANGER MEALS



Collecting food supplies is not always easy, and away teams often find themselves digging for vegetables they would normally reject as inedible.



Attractive fruit may actually be poisonous, like these kalo apples, which are absolutely deadly to most humanoid life forms.



The end result of the crew's supply missions are not always very palatable, although Neelix has a wide range of recipes at his disposal.

FILE 43 STARFLEET PERSONNEL

Tuvok's Early Years

In many ways Tuvok is the perfect Vulcan, devoted to logic and always in control. As a young man he devoted himself to study, but his parents had always believed he had a different destiny — in the ranks of Starfleet.

Tuvok had a normal Vulcan childhood, although his parents are both in Starfleet. Even as a child it was assumed that he would follow their path. Although he was not certain that it was the right choice, Tuvok felt obligated to apply to Starfleet Academy. He was accepted, and began his training there in 2288.

Tuvok graduated with honors in 2292; at 29 years old he was relatively young for a Vulcan. But his time in the Academy was not entirely satisfactory, nor were his few years as an ensign.

Tuvok was disturbed by the egocentric nature of humanity. As he saw it, humans believe that everyone in the Galaxy should share their particular sense of humor and values. At the time, these were not the values to which the young Vulcan aspired. But his innate sense of duty, primarily to himself, persuaded him to endure these years as best he could.

Tuvok's first Starfleet assignment is to the U.S.S. *Excelsior NCC-2000*,

which is under the command of Captain Hikaru Sulu. His posting is as a junior science officer on a mission to chart gaseous anomalies.

During this period, Tuvok's parents are both contentedly serving on the U.S.S. *Yorktown NCC-1717*. However, Tuvok becomes increasingly dissatisfied with his own perceived inability to adjust to Starfleet standards.

Growing concerns

Tuvok's problems come to a head when the U.S.S. *Excelsior* is in the sector of space where the Klingon moon, Praxis, explodes. Attempting to investigate, they are warned off by the Klingons.

At this point Sulu learns that his former commander, Captain James Kirk and medical officer Doctor McCoy, are being accused of murdering the Klingon Chancellor. Out of his intense loyalty to Kirk, Sulu sets the *Excelsior* on a clandestine mission through the Azure Nebula to rescue his old friends.

Tuvok openly disputes this rescue attempt and makes a formal protest. He

ILLOGICAL ACTIONS

► As a young ensign, Tuvok is assigned to the U.S.S. EXCELSIOR where he serves as a junior science officer. He is involved with some legendary figures, including Sulu and Kirk. However, the young Tuvok finds his time with such illogical people uncomfortable.



PROFILE ON TUVOH

NAME: Tuvok

LIFE FORM: Vulcan male

BORN: 2264

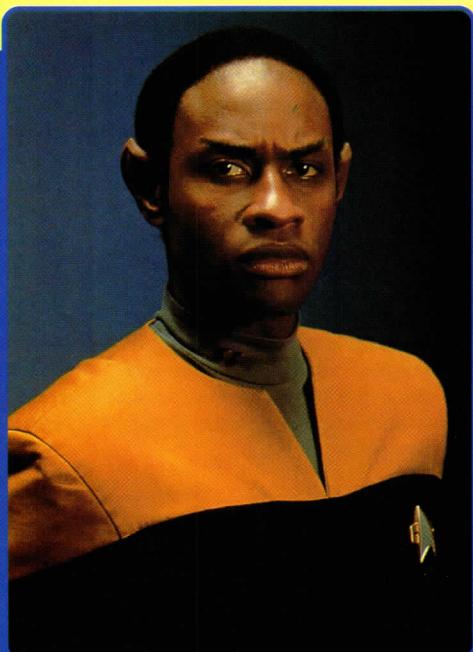
2289-2293: Attends Starfleet Academy, graduating with honors.

2293: Assigned to the U.S.S. *Excelsior NCC-2000* as a junior science officer.

2298: Resigns his Starfleet commission and returns to Vulcan, where he embarks on the Holinahr.

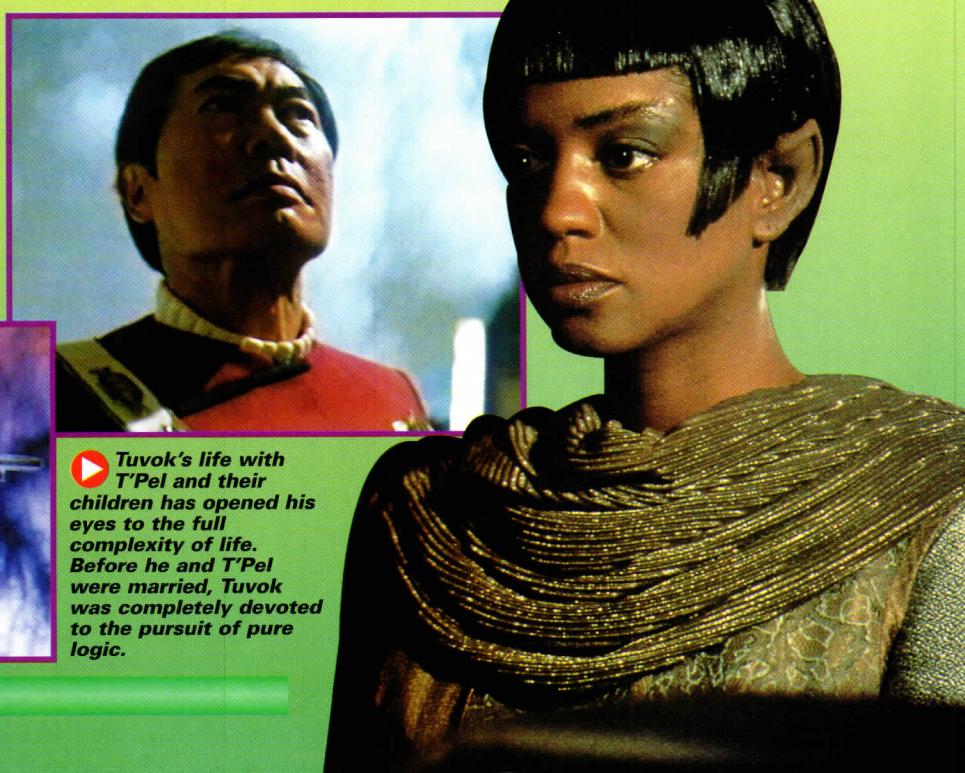
2304: Enters Pon farr, abandons Holinahr, and takes a wife, T'Pel, with whom he has four children.

2349: Returns to Starfleet.



► Tuvok has proved to be an invaluable asset to the crew of the U.S.S. VOYAGER and a good friend to Captain Janeway. But in the past, his Starfleet career has been anything but smooth.

▼ Captain Sulu perplexes Tuvok. The human officer often seems to make irrational choices, motivated by ideals like friendship and loyalty rather than logic.



► Tuvok's life with T'Pel and their children has opened his eyes to the full complexity of life. Before he and T'Pel were married, Tuvok was completely devoted to the pursuit of pure logic.

OTHER CARDS IN THIS FILE...

7 HIKARU SULU

51 CAPTAIN JANEWAY

SEE OTHER FILES...

STAR TREK: VOYAGER.....File 71

STAR TREK VI:
THE UNDISCOVERED COUNTRY.....File 77



"I came to realize that the decisions I made as a youth were not always in my best interests." — Tuvok

fails to understand Sulu's words at that moment – that what happens on the bridge of a starship is more than just carrying out orders and obeying regulations; it has to do with a sense of loyalty to one's crewmates.

The rescue attempt is aborted and the *Excelsior* is forced back into **Federation** space. Tuvok is deeply disturbed by Sulu's illogical reasoning. He never forgets the incident, which only confirms everything he has thought about humans and reinforces the decision he has already made.

Tuvok continues to serve on the *Excelsior* for five years, and then resigns from the service in 2289. He returns to Vulcan and seeks to purge all traces of emotion and achieve a state of pure logic by undertaking the rigorous **Kolinahr** discipline.

New perspective

But in 2302, six years after beginning the Kolinahr ritual, Tuvok abruptly abandons his training after he undergoes **Pon farr** and takes a mate, **T'Pel**. They soon have four children: three boys and one girl.

Raising children gives Tuvok a new perspective on life, and the experience teaches him things about life that he had never realized before. Gaining a new, more enlightened outlook, he begins to understand that the decisions he so confidently made in his youth were not always in his best interests, and begins to

Logical father

Tuvok tells Tressa that he has children of his own, who behave as Vulcans should, with control and impeccable logic.



Stern taskmaster

Tuvok's time teaching at Starfleet Academy would seem to make him the ideal tutor for VOYAGER's Maquis crew members. However, he has to learn to be flexible before he can win their respect.



PAINFUL MEMORIES

Tuvok uses a mind-meld to allow Captain Janeway to examine his memories. They are looking for a suppressed memory that is literally killing the Vulcan security officer. Tuvok's mind takes them to the U.S.S. EXCELSIOR.



At this point in time Tuvok was serving as a junior science officer under Captain Hikaru Sulu. He often found Sulu's actions and the thinking behind them to be deeply irrational. This disturbs his Vulcan sense of propriety, and he feels quite uncomfortable.



The offending memory is not actually one of Tuvok's own experiences; it is a form of parasite which disguises itself as a repressed memory, and transfers itself from host to host. Tuvok is infected when Mr. Valtane, a fellow officer on the EXCELSIOR, dies. The parasite is destroyed by the U.S.S. VOYAGER's doctor, who breaks it down using thoron radiation.

Firm friends

Tuvok is highly critical of Captain Janeway at their first meeting, but Starfleet Command makes him her tactical officer. Over time, the two become very close friends, and Janeway relies on Tuvok to provide her with logical guidance in every situation.



starship voyages, Tuvok knows that there is much he can learn from other species, and that Starfleet provides that opportunity.

Tuvok's initial assignment on his return to Starfleet is on the **U.S.S. Wyoming**. His next assignment is teaching at Starfleet Academy, which is what he does for the next 16 years. He gains a reputation as a fair but stern taskmaster who demands strict adherence to rules and protocols from his students.

Then, in 2367, Tuvok meets **Captain Kathryn Janeway** when he is assigned to analyze her tactical performance. It is a fateful meeting, and soon afterward Tuvok leaves the Academy to serve with Janeway as her tactical officer.

Later, when Janeway assumes command of the **U.S.S. Voyager** in 2371, Tuvok joins her and becomes her chief security officer – a job that he is well suited for because of his Vulcan calmness and strength. At 104 years of age, Tuvok is just beginning to live the life his parents wanted.



FILE 48 KLINGON PERSONNEL

Gowron: Klingon Leader

A political outsider, Gowron makes the most of his position to become leader of the Klingon High Council. But, as the Chancellor of this warlike people, Gowron must constantly struggle to maintain his position and keep peace between the Klingon houses.

After K'mpec's death in 2367, there are only two candidates to succeed him as leader of the Klingon High Council – Duras, son of Ja'rod, and Gowron, son of M'Rel. Of the two, Gowron seems to have the weaker position: Duras is the leader of a powerful house and has a seat on the Council, but Gowron is an outsider who has made his name challenging the Council.

Sole candidate

Gowron attempts to interfere with the ja'chuq by offering to bribe K'Ehleyr, who is advising K'mpec's Arbiter of Succession, Jean-Luc Picard. When it is revealed that K'mpec was poisoned by Duras, and Worf kills Duras in a personal

challenge, Gowron is left as the only candidate to lead the Klingon Empire.

However, when Gowron attempts to adopt his position at the head of the High Council he is opposed by Duras's sisters, Lursa and B'Etor, who claim that Duras's illegitimate son, Toral, is the rightful leader. The powerful Duras family has many backers in the Empire and on the Council. Gowron turns to Captain Jean-Luc Picard as his Arbiter of Succession to help defeat this challenge. Following the dictates of the Federation, Picard declines any direct intervention in Klingon internal affairs, but he does organize a Federation blockade which prevents the Romulans from supporting Gowron's opponents. This, combined with Worf and his brother

THE ROUTE TO POWER**Deadly rivals**

Gowron and Duras are the only candidates to succeed K'mpec as leader of the High Council. During the ja'chuq, Gowron discovers that his opponent is willing to stoop to methods which are unworthy of a Klingon warrior, including using poison.

**PROFILE ON GOWRON**

NAME: Gowron, son of M'rel

LIFE FORM: Klingon male

STATUS: Leader of the Klingon High Council

APPOINTED CHANCELLOR: 2367

2368: Overcomes rebellion led by the House of Duras and confirms his position as leader of the High Council.

2369: Defeats a clone of the legendary Hahless in personal combat. However, Gowron acknowledges Hahless as Klingon Emperor, a principally symbolic role.

2372: Orders invasion of Cardassian space. In the face of outright war with the Federation he pulls back, but dissolves all treaties with the Federation.

2373: After Cardassia joins the Dominion, Gowron revives the treaties with the Federation.



▲ As Klingon Chancellor and Leader of the High Council, Gowron has to act carefully. His behavior is seen as too political by some Klingons, but Gowron has managed to maintain the Empire in the face of civil war and Dominion interference.

By any means

Gowron isn't above trying to influence the process to select the Klingon leader himself. He approaches K'Ehleyr with an offer of a ship of her own or anything she wants. K'Ehleyr, however, is not interested, and tells him he is talking like a Ferengi.

**Ascent to power**

Despite the threat of civil war, Picard rules against Toral and invests Gowron as the Klingon head of state. Gowron's rule begins as it goes on, and his position is challenged at once.

Gowron: Klingon Leader



★ All Klingon

Gowron's position means that he must laugh and fight like the ideal Klingon, even while he is using his brain to outthink his many opponents.

Kurn's support turns the tide in Gowron's favor. In recognition, Gowron restores Worf's family honor.

Once installed as leader of the High Council, Gowron takes steps to reinforce his power base and rewrites history so that official accounts of the civil war make no reference to the Federation's involvement. However, Gowron's problems are far from over, and he is soon faced with several serious threats to his position.

In 2369, **Kahless the Unforgettable** apparently returns from **Sto-Vo-Kor**, the afterlife for the Klingon honored dead. Kahless is revered as the greatest of all

"I will not bend my knee to you, as long as I can draw breath or pick up a blade."

— Gowron to the clone of Kahless

GOWRON AND WORF



★ The spoils of victory

After defeating the House of Duras, Gowron offers Toral's life to Worf. He is surprised when Worf refuses to kill his enemy, and cannot persuade Worf to behave like a normal Klingon.

★ Kahless the Unforgettable

Gowron is determined to prove that Kahless is a fake, and tries to enlist Worf's help. However, Worf persuades him that even though Kahless is only a clone he cannot be dismissed as an irrelevance.



★ On the verge of war

As relations with the Federation deteriorate, Gowron attempts to persuade Worf to join him. He knows that Worf is a valuable ally, and wants him by his side.

WARLIKE LEADER

★ Rewards

Gowron surrounds himself with the finest Klingon warriors. The most favored Klingons may earn the Order of the Bat'leth, an honor bestowed by Gowron in person.



★ Act of War

When the Federation objects to the Klingon invasion of Cardassian space in 2371, Gowron dissolves the Khitomer accords and takes the two powers to the brink of war.



Cardassia is unsuccessful, Gowron again reinterprets history, claiming victory and recalling his forces.

The Federation demands that Gowron return seized Cardassian territory. Chancellor Gowron refuses. Instead, he demands the Federation leave the **Archonis** sector.

The Federation suspects that Gowron is actually a **Changeling** and sends an undercover team to expose or assassinate him. They discover that Gowron is genuine but that his advisor, **General Martok**, is a Changeling. With the Dominion's influence exposed, Gowron opens negotiations with the Federation, but these negotiations are short-lived, and hostilities are soon resumed. However, when it is revealed that

Cardassia has joined the Dominion, the quick-witted Gowron realigns the Klingon Empire with the Federation. At **Captain Benjamin Sisko**'s request, he stations the real General Martok on **Deep Space Nine** as his liaison with the Federation

Shrewd leader

Gowron has proved adept at judging the mood of the Klingon people, and his political maneuvering has ensured that he has remained head of the Klingon High Council, despite many threats to his position. The arrival of Dominion forces in the **Alpha Quadrant** may threaten the Klingon Empire with destruction, but it offers Gowron and his people the chance to enter a glorious battle that will go down in history.



FILE 59 SYSTEMS

The Iconian Portal

The Iconian portal is the last remnant of an ancient and powerful race. Its ability to instantly transport individuals over vast interstellar distances makes it a dangerous device that could cause untold damage in the wrong hands.

Tough ancient texts of several star systems spoke about a planet named **Iconia**, no verifiable artifact of the powerful **Iconian** civilization had been recovered before the late 2360s. Stories characterizing the Iconians as conquerors, "demons of air and darkness" who were able to magically move across the Galaxy in an instant without using space ships or warp drive, are often regarded as myths, although there is substantial evidence that several species are descended from the Iconians. No one is aware of the powerful technology that the Iconians used to cross vast distances of interstellar space.

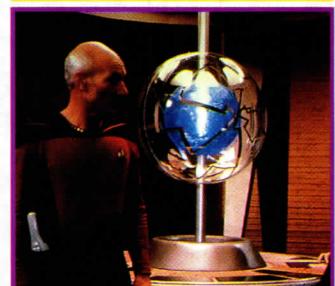
Captain Donald Varley, of the **U.S.S. Yamato NCC-71807**, is the first **Federation** citizen to actually locate **Iconia**, though problems on his ship prevent him from visiting the surface. Whatever **Iconia's** history, for approximately 200,000 years it has been a dead planet, dangerously located in the **Romulan Neutral Zone**.

Historic discovery

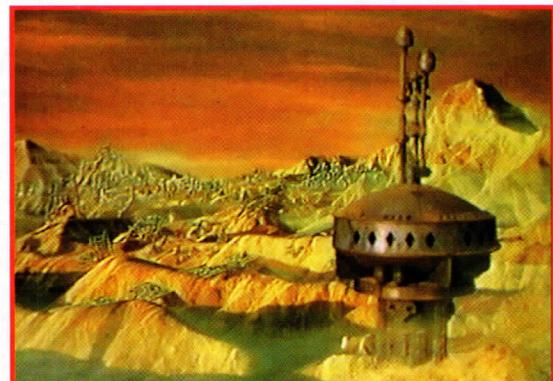
After the **Yamato** is destroyed, **Captain Jean-Luc Picard** of the **U.S.S. Enterprise NCC-1701-D** continues Varley's efforts, taking his ship to **Iconia** and leading an away team to the only remaining control room on the planet. While looking for manual override among the

For thousands of years, **Iconia** was considered to be a myth. When **Picard** finally discovers the planet, it is long dead. Evidence suggests that the surface has been ravaged by orbital bombardment, and there is only one source of power on the planet - a station on one of the smaller continents.

Iconian controls, **Commander Data** accidentally activates a subsystem that provides the **Enterprise** crew with proof that the Iconians were able to make



▲ The **Iconian** technology has a simple appearance, but is beyond anything known to the **Federation**.



the 'magical' journeys that they are credited with. The away team have discovered a fully functional **Iconian Portal**.

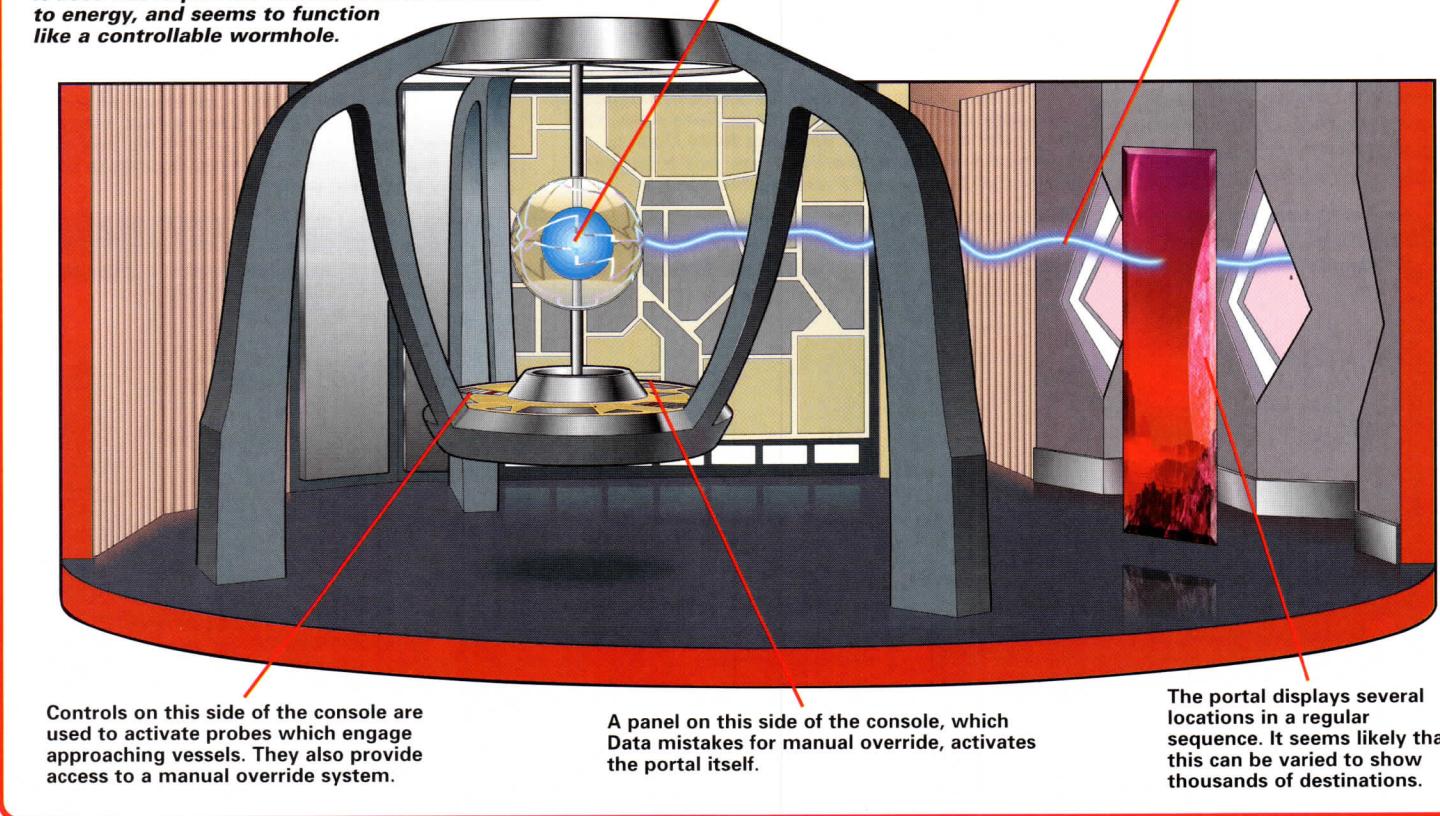
A beam of energy from a sphere

FANTASTIC TECHNOLOGY

The Iconian portal is one of the most advanced examples of 'transporter' technology ever discovered. Unlike conventional transporters it does not require an individual to be converted to energy, and seems to function like a controllable wormhole.

The sphere above the console crackles with energy and emits a thin blue beam of light which seems to activate the portal.

The energy from the sphere arcs across the room and forms a doorway. Once the portal is active the energy beam disengages, although the sphere continues to glow with power.



The Iconian Portal

at the top of the Iconian control system apparently opens a gateway, about the size and shape of a rectangular human door, which then displays a series of images.

Each image is actually a real-time view of a place somewhere in the Galaxy – perhaps beyond. The portal appears to display approximately a dozen locations in a regular cycle. When all scenes in the set have been displayed, the sequence is repeated. Most of the locations are not familiar to Picard or his team. However, the 200,000-year old portal has successfully tuned in to, and included in the set, the bridges of two ships orbiting Iconia – the U.S.S. *Enterprise* and the *Romulan Warbird, Haakona*.

Crossing the Galaxy

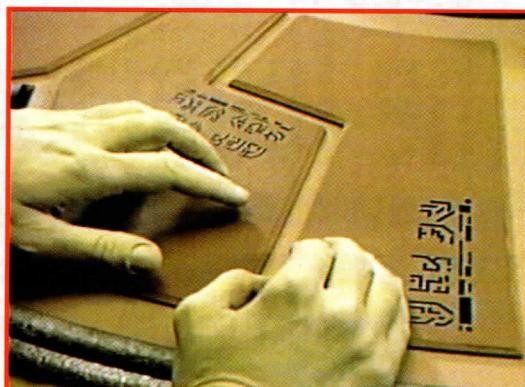
The Iconian portal is simple to use. A user may put a hand through the portal without it having any effect, but by stepping through the doorway when the desired destination is displayed, the user is instantly transported to that location. When stepping through, the user simply appears at the destination, literally stepping out of thin air.

This immensely powerful technology seems to have inspired fear in the Iconians' enemies; it would take little effort for a warlike people to march a conquering army through a portal and claim victory before their enemies knew what happened.

Lieutenant Worf and Data use the portal to return to the *Enterprise* bridge, and before leaving Iconia, Picard decides to destroy the portal, the control room, and their own tricorder readings so the Romulans will not be able to use the portal to attack



The control center is relatively simple. A circular table with several control panels stands in the middle of the room, and a sphere above it seems to activate the portal. The massive power source is beneath the planet's surface.



Data is able to translate the Iconian symbols by running a comparison with other related languages, including Dewan, Iccobar and Dinasian. This gives him a working, but flawed, understanding of Iconian script.

the Federation. He then has to use the portal hurriedly, without waiting for a suitable destination to appear, and is forced to step through when the Romulan bridge is displayed.

Distant threat

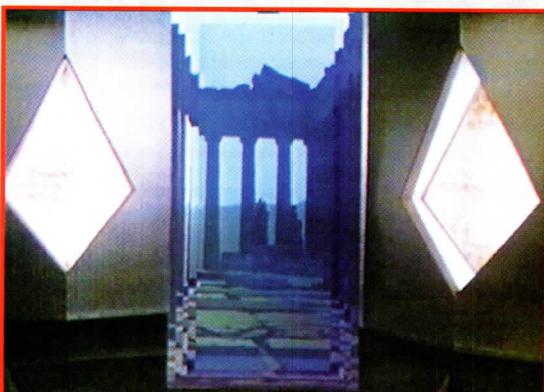
Approximately seven years later, a non-functional Iconian portal is discovered on planet **Vandros IV**,

in the **Gamma Quadrant**. It appears the Iconians had traveled further than anyone had imagined, and at this point the full extent of their journeys remains unknown. A group of renegade **Jem'Hadar** capture the site and repair the portal with the intent of invading the **Founders'** homeworld.

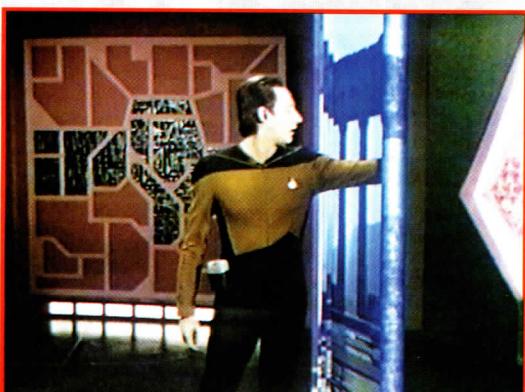
The portal on Vandros IV is

slightly larger than the one on Iconia, and the destinations are displayed in a faster cycle. Also, the doorway is not a simple rectangle but includes angles on the left and right sides of the door.

The portal on Vandros IV is also demolished, but the possibility that more Iconian portals will be discovered always remains.



Once activated, the portal displays images of potential destinations. When Data activates the portal on Iconia he does not have time to program a choice of destinations, but it appears the portal can reach far across the Galaxy.



The portal is literally a doorway to another world. There is no evidence that matter is reordered, and Data safely places his arm in the portal. It seems that the portal functions like an extremely precise wormhole.

THE END OF A LEGEND



Data's basic analysis of the Iconian language has given him enough information to tell Captain Picard how to destroy the portal. The room which contains the portal is also used as a launch site for probes which contact approaching ships; the probes are controlled by a panel on the console at the center of the room.



Picard uses the panel to launch a probe, but then engages the manual override and closes the launch bay doors. The probe is unable to leave, but does not disengage its engines. This results in a massive explosion. As soon as Picard has initiated the manual override, the room begins to shake and the console shorts out and explodes.



With seconds to go before the explosion engulfs him, Picard steps through the portal. Unfortunately, he has not had time to wait for a convenient destination and steps on to the bridge of the ROMULAN WARSHIP. Behind him, the last portal on Iconia is destroyed by an explosion which shatters every trace of the fabulous Iconian technology.



FILE 61 UNIFORMS

Starfleet Uniforms: Year 2271

In a break with tradition, Starfleet uniforms of this era feature white for medical and science personnel, and security officers are equipped with light body armor. But, in an echo of the past, the field jacket last seen in the 2250s is back.

In 2271, Starfleet uniforms feature specific uniform variants for medical officers, security guards, landing party duty, and space station personnel.

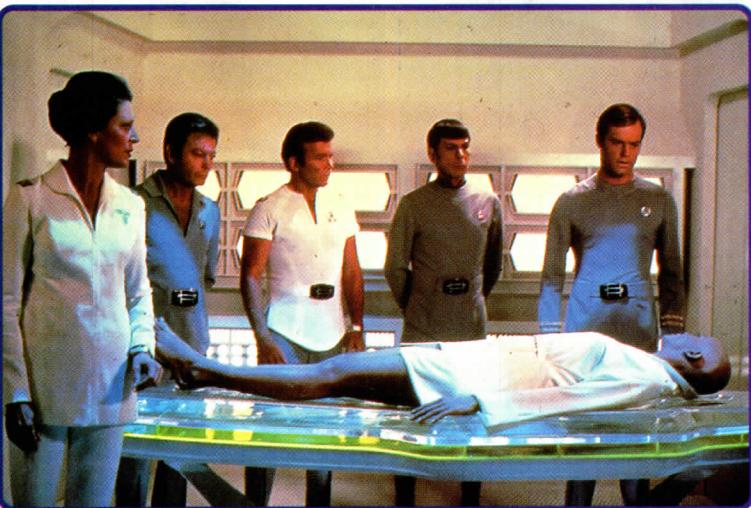
Medical officers wear a white version of the blue officer's duty uniform. The medical division is indicated by a chest insignia. This is not the standard Starfleet insignia, but the universal medical symbol, the caduceus, a snake and staff. A variation on the medical uniform features a v-neck with a pointed collar.

Functional uniforms

Security officers' uniforms comprise a white jumpsuit overlaid with white and brown protective armor. The uniform includes a breastplate which extends down to protect much of the officer's torso, and a dark brown, tight-fitting helmet with a wide chinstrap. The Starfleet insignia is placed on the helmet.

On away missions, officers and other crew members all wear field jackets. These are made of a heavier material than the standard tunic. The jacket is tan and has a number of large

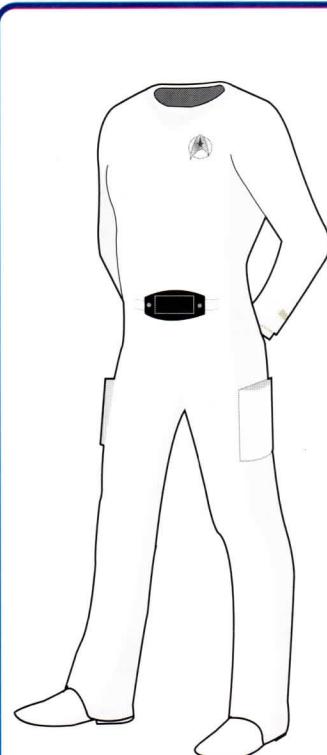
► Many Senior officers wear more than one uniform variant, and medical personnel no longer wear the badge of their starship. Here, Dr. Chapel wears her medical uniform, while Dr. McCoy wears his standard duty uniform. Admiral Kirk is dressed in his class-B uniform, while Mr. Spock and Will Decker are dressed in class-A uniforms.



oversized pockets for equipment.

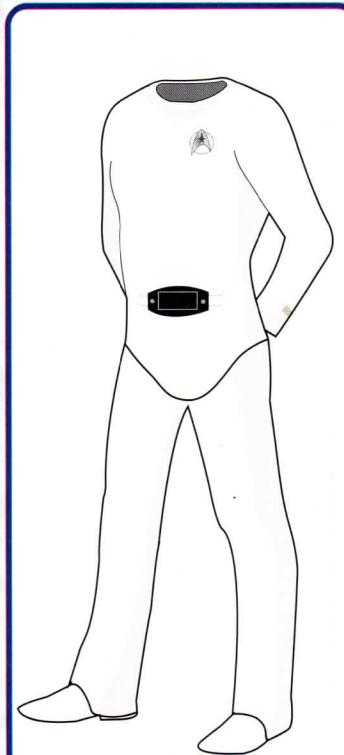
At this point, different uniforms are in use on space stations. On the *Epsilon IX Monitoring Station*, open v-necked, long-sleeved blue, gray or tan duty uniforms are the norm. These

uniforms feature rank epaulets on the shoulders with the standard Starfleet insignia on the chest. The uniform shirts are of a tunic style, and are tied at the waist. Part of the shirt hangs loosely over the trousers.



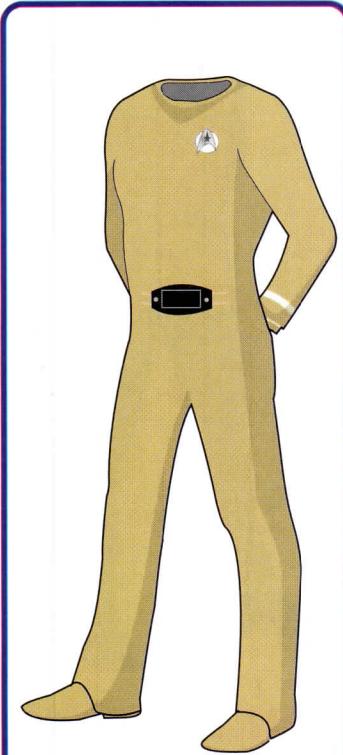
SCIENCE DIVISION
WHITE JUMPSUIT

As worn by **Mr. Spock**.



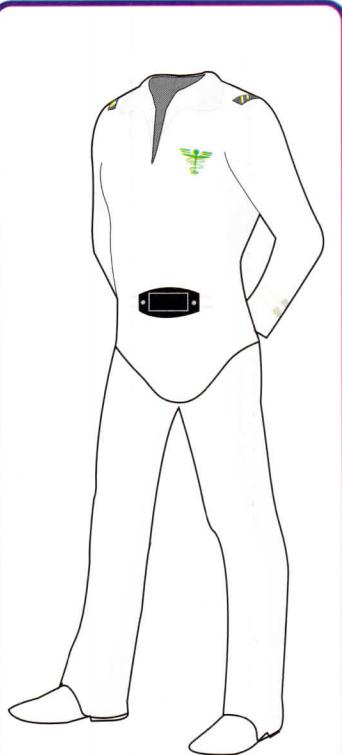
SCIENCE DIVISION
WHITE TWO-PIECE

As worn by science officers.



CREWMAN'S UNIFORM
BROWN ONE-PIECE

As worn by non-bridge officers.



MEDIC'S UNIFORM
WHITE TWO-PIECE

As worn by **Dr. McCoy**.

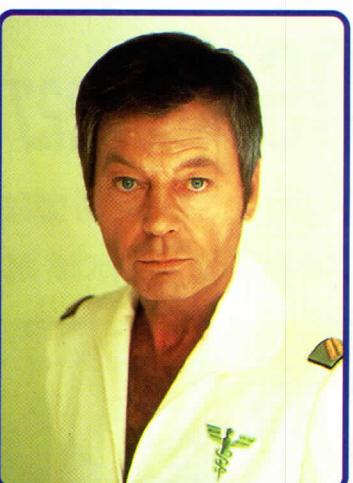


Starfleet Uniforms: Year 2271



► Security guards are equipped with light body armor that offers protection in hand-to-hand combat.

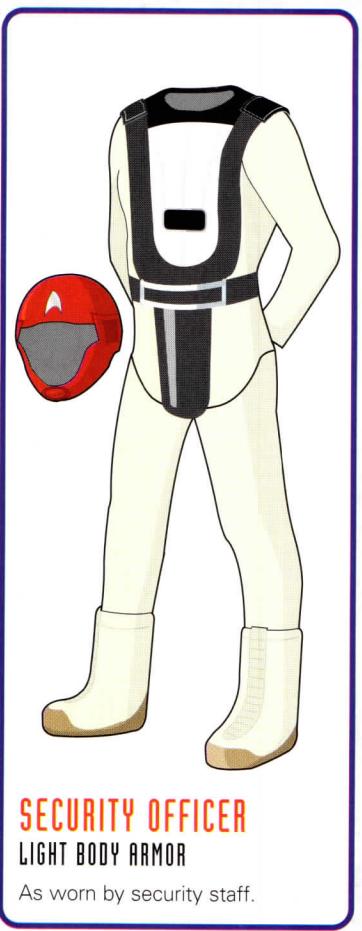
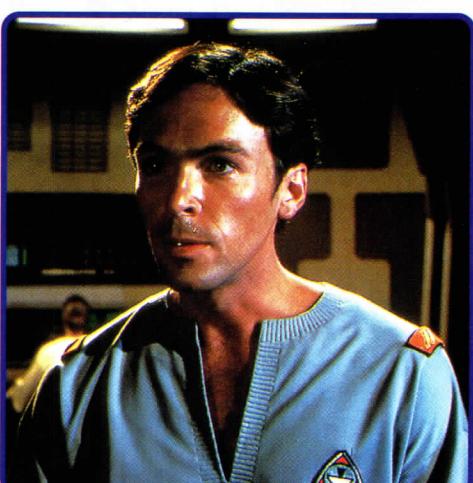
► Landing parties wear a combat jacket which closely resembles those in use in the 2250s.



► The medical uniform incorporates the caduceus symbol on the left breast.

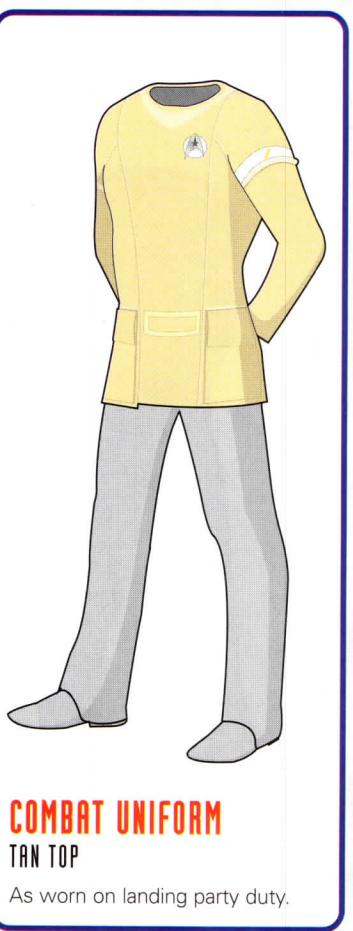
► Personnel assigned to space stations wear a loose and casual design.

► A bewildering array of uniform variants are available to Starfleet personnel. Broadly speaking, science officers wear white, junior officers wear tan, and command personnel wear gray.



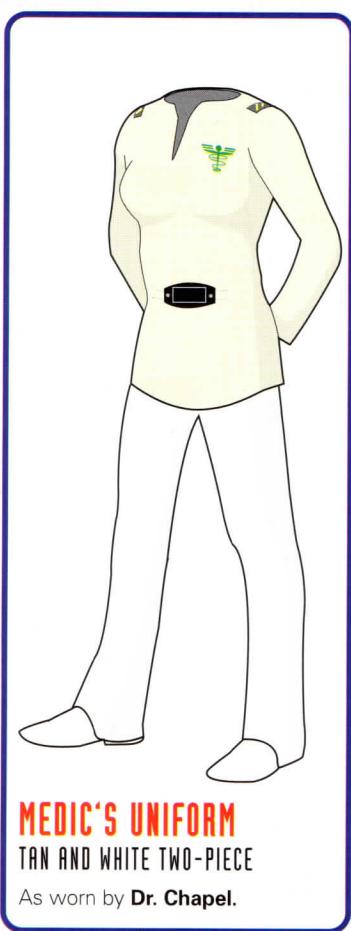
**SECURITY OFFICER
LIGHT BODY ARMOR**

As worn by security staff.



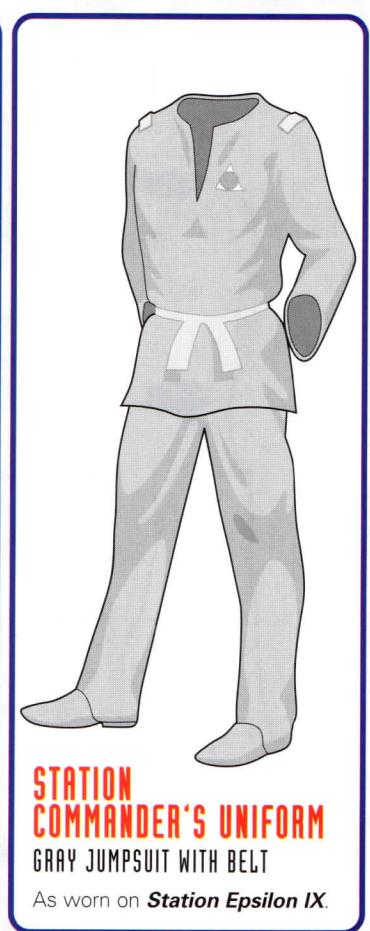
**COMBAT UNIFORM
TAN TOP**

As worn on landing party duty.



**MEDIC'S UNIFORM
TAN AND WHITE TWO-PIECE**

As worn by Dr. Chapel.



**STATION COMMANDER'S UNIFORM
GRAY JUMPSUIT WITH BELT**

As worn on *Station Epsilon IX*.



'This Side Of Paradise'

On a mysterious planet, the crew of the *U.S.S. Enterprise NCC-1701* discover a group of colonists who should be dead. As the landing party begins to investigate, Spock uncovers the colonists' secret, and becomes deliriously happy as he loses control of his emotions.

The *U.S.S. Enterprise NCC-1701* arrives at **Omicron Ceti III** expecting to find that the colonists there have been killed by **Berthold rays**. **Captain Kirk** takes a landing party to investigate, and is amazed when he is greeted by the colonists' leader, **Elias Sandoval**.

Sandoval explains that their **subspace** radio is out of action. **Spock** doesn't understand how the colonists can be alive; Berthold rays are deadly. Sandoval takes them to his house, where they meet **Leila Kalomi**, a beautiful young woman who already knows Spock. The colonists live a simple life; they have no vehicles or weapons, and hardly any machines. As **Sulu** and a crewman look around, they realize that there is no animal life.

Leila tells Sandoval that she knew Spock six years ago. She loved him, but he never expressed his feelings. The two colonists agree that Spock will have to stay. **McCoy** examines the colonists and tells Kirk that they are exceptionally healthy; when he checks their medical records he discovers that Sandoval has regrown his appendix.

Secret emotions

Leila promises Spock some answers, and tells him she doesn't believe he is unemotional. Kirk receives orders from **Starfleet Command** to evacuate the colony, but Sandoval refuses to leave. Meanwhile, Leila shows Spock the source of the colonists' happiness: a strange plant which covers him in spores. Spock screams in pain, but slowly recovers, and Leila tells him that he needn't hide his feelings. He reaches out to her and kisses her, finally admitting that he loves her.

At the colony, Kirk tells Sandoval that he must carry out his orders. Sandoval firmly and politely refuses. When Kirk tries to raise Spock, he gets no response; the **Vulcan** first officer is lying with his head in Leila's lap, telling her that he has never appreciated the beauty of clouds and rainbows. They are embracing when Spock finally answers Kirk's hail. The Captain is surprised by Spock's casual response and his light-hearted refusal to tell Kirk where he is.

McCoy is equally surprised, and Kirk tells him to organize the evacuation while he takes Sulu and another crewman to look for

CAPTAINS LOG STARDATE 3417.3

"We thought our mission to Omicron Ceti III would be an unhappy one. We had expected to find no survivors of the agricultural colony there. Apparently our information was incorrect."

ON SCREEN...



1 Kirk and the landing party are amazed to discover that Elias Sandoval and the other colonists are alive and well.



2 McCoy's tests show that the colonists are in impossibly good health; even their old scars have healed.



3 Leila leads Spock to the source of the colonists' health - a mysterious plant that sprays the Vulcan with spores.



4 Under the influence of the spores, Spock gives in to his emotions and kisses Leila for the first time.



5 The spores have an extraordinary effect on Spock, who is soon laughing and swinging from a tree.



6 Kirk is the last member of the crew to be affected by the spores, when a plant on the bridge sprays him.





'This Side Of Paradise'

Spock. They find him swinging from a tree. Spock insists that there will be no evacuation, and Kirk orders Sulu to arrest him. Spock agrees to come with them but leads them to some plants, which spray everyone except Kirk with their spores.

Kirk finds McCoy beaming plants up to the *Enterprise*. When he returns to the ship he finds that the whole crew has been affected by the spores; Uhura has shorted out the communications, and another crewman calmly tells Kirk that they are mutinying.

Kirk returns to the planet, looking for McCoy, and Spock tells him that the spores thrive on Berthold rays. They inhabit the human body and offer health and happiness in return. Kirk is unimpressed, and insists that mankind needs challenges.

When he returns to the *Enterprise*, Kirk finds his ship deserted. He is recording his log on the bridge when a plant sprays him with the spores. With a huge smile, he contacts Spock and says that he'll be down as soon as he's collected some things.

Angry solution

Kirk goes to his quarters, but as he packs his medals he begins to snap out of his euphoric state. When he arrives at the transporter room, he is overcome by his sense of duty and realizes that his anger has freed him from the influence of the spores.

Kirk contacts Spock, and tells him that he'd like his help collecting a few things from the *Enterprise*. As soon as Spock has beamed up, Kirk begins to insult him. It takes some time, but eventually Kirk arouses Spock's anger and the two friends fight. Spock is about to smash a chair over Kirk's head when he comes to his senses.

Free from the spores, Spock is stoical; he had been happy, but he doesn't belong there. They must now find a way to start a brawl between 500 people, and Kirk makes a plan to use sonic bombardment to annoy everyone on the planet.

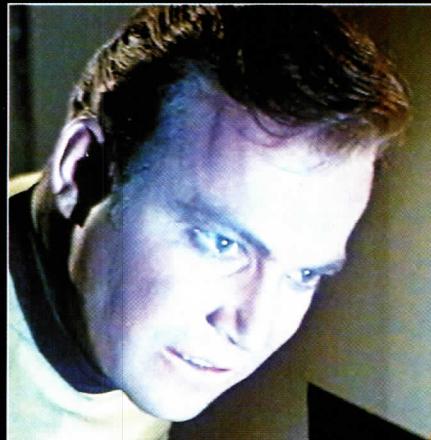
McCoy finds Leila, who is waiting for Spock. She contacts the Vulcan, who struggles to contain his emotions, and he

tells her that he will beam her up. As soon as she arrives on the transporter pad she realizes that Spock is different, and begs him to return to the planet with her. She tells him that she loves him, but he responds that he has his duty. Leila's own strong emotions free her from the spores.

Spock finishes his work, and the

Enterprise begins to transmit a subsonic frequency that soon makes the crew and the colonists very irritable. Before long, fights are breaking out all over the colony. Like the others, McCoy and Sandoval are returned to normal and, realizing they have achieved nothing, Sandoval contacts Kirk to request an evacuation and a chance to start again.

ON SCREEN...



7 Before he can beam down, Kirk's strong feelings of duty overcome the effect of the plant spores.



8 Kirk is willing to overlook the fact that Spock hit him during the fight which restored his first officer to normal.



9 Spock works on the U.S.S. ENTERPRISE's systems to produce a signal which will provoke the colonists.



10 Leila realizes that Spock is no longer under the spores' influence, and her own strong feelings free her too.



11 Spock's signal makes the colonists and the ENTERPRISE crew members extremely irritable, and they soon begin to fight amongst themselves.



12 Free from the influence of the spores, a contrite Sandoval contacts the ENTERPRISE to apologize to Kirk and request transport off the planet.

STARSHIP FACTS

The colonists arrived on Omicron Ceti III in 2264. About 100 of them were killed by the Berthold rays.

Leila Kalomi first met Mr. Spock in 2261, on Earth. She fell in love with him, but Spock told her he could not return the emotion. At the time, Spock was serving under Captain Christopher Pike.

Spock tells Leila that she would be incapable of pronouncing his first name. No member of the *Enterprise* crew ever uses it.

A species known as the Calamarain, who exist in a gaseous state, emit Berthold rays.



'Parturition'

Tom Paris's growing attraction to Kes is becoming a problem, and soon he and Neelix are at each other's throats. But if they're going to survive on 'Planet Hell' and save the life of an innocent creature, the two crewmen must learn to work together.

Tom Paris has fallen in love – with Kes, and Neelix is deeply jealous. Meanwhile, the *U.S.S. Voyager*'s food reserves are running dangerously low, forcing them to head for a nearby planet with a turbulent atmosphere.

In the mess hall, Neelix accuses Paris of conducting a secret affair with Kes and the two are soon involved in a fight. They're covered in pasta and sauce when Janeway calls them to her office. She tells them to sort out their problems, and sends them to the planet in a shuttle.

The shuttle is damaged by electromagnetic fluctuations, and the two are forced to crashland. On the surface, trigenic vapors in the atmosphere begin to irritate their skin and they seek shelter in some caves, sealing the entrance behind them.

The odd couple

Meanwhile, *Voyager* encounters an alien ship, which takes up a position between them and the planet. Tom and Neelix soon discover that they are sharing the cave with a newly hatched reptilian life form.

Torres suggests that they might be able to beam the stranded crew members up through a window in the atmospheric disturbance, but they will have to take *Voyager* into the atmosphere, moving past the alien ship.

Neelix convinces Paris that they must look after the young creature, which is obviously unwell. Nothing helps, but then Paris realizes that the infant needs to breathe in the same atmosphere that is irritating their skins.

The alien ship overtakes *Voyager* and enters the atmosphere first. Paris and Neelix have made their way out of the caves, but the infant seems too weak to survive, until Paris suggests bottle-feeding it with the hypospray. Delighted with their success, the two crewmen realize they have laid the foundations of a real friendship, and before *Voyager* beams them back aboard they have the opportunity to see an adult alien retrieve its child.

STARSHIP FACTS

The *U.S.S. Voyager* mistakes the high levels of proteins in the planet's atmosphere, which nourish the alien infant, for plant life.

'PARTURITION'

"I have a mission for the two of you. We have reason to believe that there are food sources on this planet, but we can't transport to the surface. You're going to take a shuttle down and do a little scouting."

– Janeway to Paris and Neelix

ON SCREEN...



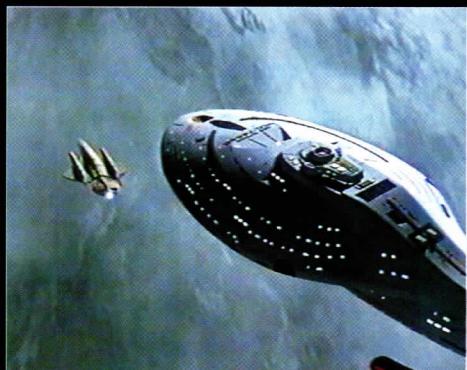
1 Tom has been teaching Kes to fly a shuttle. They have spent a lot of time together, making Paris realize that he has strong feelings for the young Ocampa.



2 Despite their differences, Paris and Neelix are the best-qualified crewmen for the mission, and begin their descent into the atmosphere.



3 In the caves, Tom and Neelix find a small leathery egg, which soon hatches. With no sign of any nearby adults, the two crewmen become unlikely godparents.



4 The alien ship takes up a position between the *U.S.S. VOYAGER* and the planet. It appears to be trying to protect something on the surface.



5 The infant needs the trigenic vapors in the planet's atmosphere to survive, and with a little help from Tom and Neelix it is soon breathing normally.



6 Tom and Neelix stay on the planet to make sure that the infant is okay, and are relieved to see an alien arrive and retrieve its young. The experience has helped the two crewmen begin to become friends.





FILE 71 STAR TREK: VOYAGER

'Persistence of Vision'

Captain Janeway has been under a lot of stress, and when she starts to see visions she fears for her sanity. As the *U.S.S. Voyager NCC-74656* approaches Bothan space, Janeway and her crew must find a way to overcome their darkest fears and desires.

When the *U.S.S. Voyager NCC-74656* enters Bothan space it is hailed by the **Botha**, who tell **Captain Janeway** that *Voyager* is violating their territory. She explains their mission, and the Botha send a ship to see if they "meet the criteria".

As Janeway and **Neelix** discuss the situation over a buffet lunch, she is surprised to see a plate of sandwiches and a cup from her **holodeck** program, and later she sees a young girl from the program in the corridor.

The **Doctor** can't find anything wrong with the Captain. But when she sees the girl again, **Kes** can see her too. That night Janeway hears her lover **Mark's** voice, and when she investigates she is attacked by another holodeck character. Suddenly she finds herself in sickbay.

Inner visions

Janeway hands command over to **Chakotay**. When they make contact with the Bothan ship, it launches an unprovoked attack. *Voyager* is damaged and the Botha demand its surrender. Janeway arrives on the bridge and is shocked when the Botha steps into the light and has the appearance of Mark. The other members of the crew see their own loved ones and, one by one, they enter a trance. **B'Elanna** contacts the bridge to tell them that the Botha ship is emitting a **psionic field**, and that she will try to disperse it with a resonance burst.

The crew, including Janeway, soon succumb to the visions; only Kes and the Doctor are unaffected. Kes hurries to Engineering, ignoring an illusory Tom Paris, and with the Doctor's help she tries to initiate the resonance burst. Neelix appears and tries to persuade her to leave, but she ignores him. Suddenly horrible burns appear on her hands and face. She forces herself to look at the Botha, and reflects the illusion on to him. Kes activates the resonance burst, saving the crew, and the Botha and his ships simply disappear.

STARSHIP FACTS

The Vulcan mind-meld can also be used to force an individual to confront his or her suppressed emotions and hidden fears.

'PERSISTENCE OF VISION'

"I've checked Starfleet regulations; the Chief Medical Officer outranks the Captain in health matters. Now, I realize this may be the first time a hologram has given an order to a captain, but I'm ordering you to report to the holodeck – now."

– The EMH to Captain Janeway

ON SCREEN...



1 Captain Janeway is being plagued by visions of various characters from her holodeck program. But the Doctor can't find anything wrong with her.



2 Janeway's visions become violent; the housekeeper from her holodeck program appears in her quarters and attacks her.



3 Each member of the crew sees visions of their loved ones, and soon enters a trance. In his mind, Tuvok is back on Vulcan with his wife, T'Pel.



4 Tom Paris is confronted with a vision of his father. He is able to resist for longer than most, but his self-doubt eventually overcomes him.



5 Unable to mesmerize Kes, the Bothan inflicts her with some illusory burns. However, Kes is able to reflect the illusion back onto her attacker.



6 The Bothan uses his mental powers to cause pain simply because he can. He is completely without remorse, and when confronted by Janeway he is able to just disappear, claiming that he was never there ...

B continued

Boraals

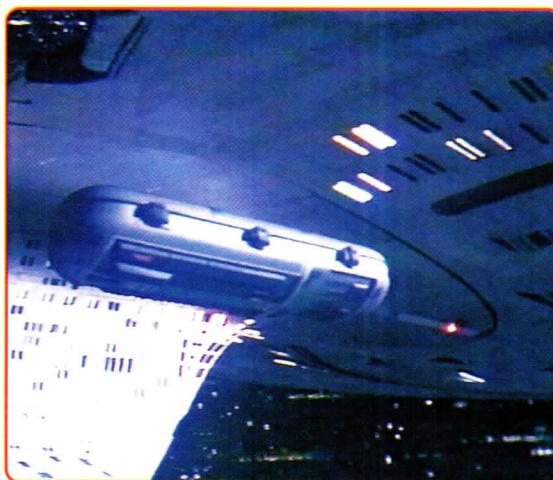
These humanoid inhabitants of **Boral II** have reached a level of technology similar to that of medieval Earth. Almost all the Boraals were wiped out by the atmospheric dissipation of 2370. The inhabitants of only one village survived, and now reside on **Vacca VI**. (Starship Log: 'Homeward' [TNG]) **SEE FILE 18, 69**



Nikolai Rozhenko led the Boraals through a holodeck simulation which resembled their homeworld and Vacca VI. The villagers believed they were walking to another area of Boral II.

Boradis system

Site of several **United Federation of Planets** colonies. Federation special emissary **K'Ehleyr** had a rendezvous with the **U.S.S. Enterprise NCC-1701-D** near the Boradis system in order to intercept the **Klingon** ship **T'Ong**. (Starship Log: 'The Emissary' [TNG]) **SEE FILES 3, 69**



The half-Klingon Federation consul K'Ehleyr comes aboard the U.S.S. ENTERPRISE near the Boradis system. Her unorthodox transport vessel is a modified photon torpedo casing.

Bo'rak

This **Klingon** intelligence agent visited **Deep Space Nine** under direct orders from the **Klingon High Council**. He was to observe and take necessary action to stop a **Romulan** delegation from visiting the station. (Starship Log: 'Visionary' [DS9]) **SEE FILES 48, 70**

Borath

This male member of the **Vorta** claimed to be a **Founder** while detaining the command crew of the **U.S.S. Defiant** in 2371. (Starship Log: 'The Search', Part II [DS9]) **SEE FILES 16, 70**

borathium

Dr. **Toby Russell** used this experimental drug, instead of **leporazine** or **morathial**, on a patient in 2368. Dr. **Beverly Crusher** considered this a breach of ethical conduct. (Starship Log: 'Ethics' [TNG]) **SEE FILES 43, 65, 69**

Boratus

One of the 27th-century **Vorgon** outlaws who attempted to gain control of the **Tox Uthat**. (Starship Log: 'Captain's Holiday' [TNG]) **SEE FILES 6, 43, 69**

Boreal III

This **Federation** space harbor was at one time the domicile of the transport ship **Kallisko**. (Starship Log: 'Silicon Avatar' [TNG]) **SEE FILE 69**

Boraals

Boradis System

Bo'rak

Borath

borathium

Boratus

Boreal III

Boreth

Borg

Borg collective

Borg Queen

Borg scout ship

Borg ship

Borg sphere

Borgia plant

Borgolis Nebula

borhyas

boridium pellet

boridium power converter

Borka IV

Bortas, I.C.C.

Boslic, Captain

Bo'sun's pipe

S.S. Botany Bay

boton



Boratus is one of two Vorgons who travel through time in an attempt to obtain the potentially destructive Tox Uthat.

Borg collective

A designation describing the aggregate nature of **Borg** awareness, and the synergetic and symbiotic links between specific Borg. The term also describes the hive the Borg establish while assimilating captured ships. The collective consciousness of the Borg has significant healing powers. (Starship Log: 'I, Borg' [TNG]; **Star Trek: First Contact**) **SEE FILES 15, 38, 52, 69, 70, 71, 79**



Borg Queen

The focal consciousness of the **Borg Collective**, or "the one who is many." It was her voice that **Picard** heard in his head during the Borg takeover of the **U.S.S. Enterprise NCC-1701-E** in 2372. If the Queen is destroyed, other Borg within the hive cannot function. (Starship Log: **Star Trek: First Contact**) **SEE FILES 52, 79**

The Borg Queen is the closest thing to an individual that exists within the Borg Collective, and has long sought an equal to be her mate.

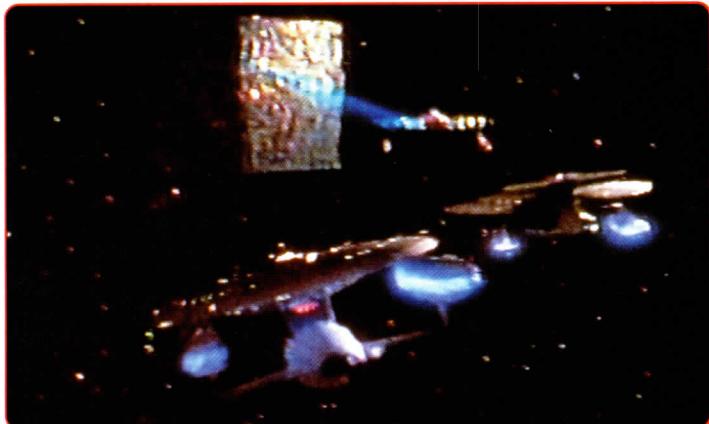


Borg drones live in hives, and soon change the interior of captured ships to suit their needs.



Borg scout ship

This smaller version of the main **Borg** ship has a crew of five, and is used as a probe or reconnaissance vessel. The **U.S.S. Enterprise NCC-1701-D** discovered a crashed Borg scout ship on a moon in the **Argolis Cluster** in 2368. (*Starship Log: 'I, Borg'* [TNG]) **SEE FILES 38, 69**



► The most familiar design of a Borg vessel is a cube. These deadly ships come in a variety of sizes, and the sight of one will strike fear into the heart of any starship crew.

Borg ship

Massive, cube-shaped spacecraft used by the **Borg**. The ship has powerful weapons and an ability to repair damage extremely quickly. It is considered by some to be a living Borg organism in itself. (*Starship Log: 'Q Who?', 'Descent'*, Part I [TNG]; *Star Trek: First Contact*) **SEE FILES 38, 69, 70, 79**

Borg sphere

Borg craft, jettisoned from the **Borg ship** during the 2372 battle with **Federation** forces. Pursued by the **U.S.S. Enterprise NCC-1701-E**, the sphere created a temporal vortex in an attempt to assimilate Earth in the past. (*Starship Log: Star Trek: First Contact*) **SEE FILES 38, 79**

Borgia plant

A type of moderately poisonous vegetation. According to archeologist **Robert Crater**, **Crewman Darnell** died from ingesting the plant, although Darnell had actually been killed by the last surviving **M-113** creature. (*Starship Log: 'The Man Trap'* [TOS]) **SEE FILES 20, 68**

Borgolis Nebula

A gaseous phenomenon on which **Neela Daren** and other **U.S.S. Enterprise** crew members conducted spectral analysis in 2369. (*Starship Log: 'Lessons'* [TNG]) **SEE FILES 5, 43, 69**



► When the effects of a Romulan interphase cloak rendered her out of phase with the U.S.S. ENTERPRISE NCC-1701-D, Ensign Ro Laren thought she had become a 'borhyas', a ghost or phantom in the religious myths of her native Bajor.

borhyas

In **Bajoran** culture, a phantom or ghost. According to Bajoran religion, a dead person may become a borhyas, at which point he or she must make peace with his or her former life. Despite being a professed atheist, **Ensign Ro Laren** appeared to at least be open to the belief in these spirits. (*Starship Log: 'The Next Phase'* [TNG]) **SEE FILES 10, 43, 69**

boridium pellet

Essentially a 'homing device,' this was inserted under the skin of **Romulan**-held prisoners, enabling security personnel to instantly locate individuals by tracing the pellet's signal. (*Starship Log: 'Birthright', Part II* [TNG]) **SEE FILES 12, 69**

boridium power converter

This element generated the energy necessary to run the servomechanical **exocomp**'s onboard fabricatory functions. (*Starship Log: 'The Quality of Life'* [TNG]) **SEE FILES 69**

Borka IV

Deanna Troi was abducted by **Romulan** rebels while at a conference on this planet in 2369, as part of a plan to assist the defection of a Romulan diplomat. (*Starship Log: 'Face of the Enemy'* [TNG]) **SEE FILES 3, 12, 43, 69**

Bortas, I.H.C.

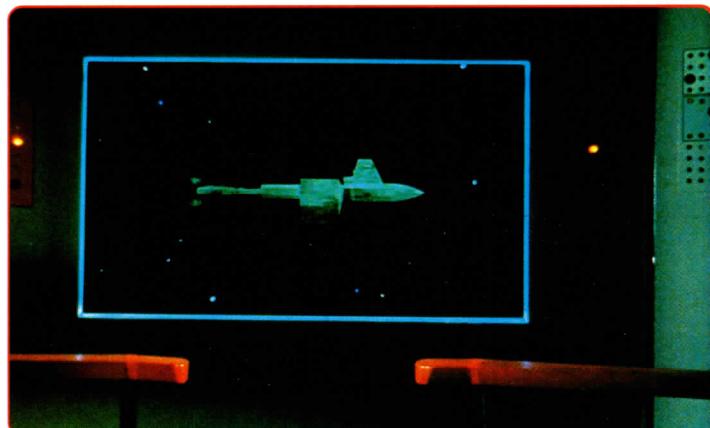
Gowron used this **Klingon Vor'cha**-class cruiser as his flagship during the Civil War of 2367. **Lieutenant Commander Worf** resigned his **Starfleet** commission and served on the *Bortas* to restore his family's honor. (*Starship Log: 'Redemption', Part I* [TNG]) **SEE FILES 34, 48, 69**

Boslic, Captain

This beautiful and seductive female sold **Quark** the remains of a starship wreck for three **latinum** bars. The salvage turned out to contain an infant **Jem'Hadar**, and a supply of **ketracel white**. (*Starship Log: 'The Abandoned'* [DS9]) **SEE FILES 16, 70**

Bo'sun's pipe

This small wind instrument, adapted from the pipe used on ancient oceangoing vessels on Earth, is blown for special or solemn occasions aboard starships, such as funerals or state visits. (*Starship Log: 'Alliances'* [VOY]) **SEE FILE 71**



► The S.S. BOTANY BAY has drifted in space for nearly 300 years when it is discovered by the U.S.S. ENTERPRISE. Most of its crew, however, have survived the journey in suspended animation.

Botany Bay, S.S.

This vintage **DY-100** craft carried **Khan Noonien Singh** and his followers in a state of suspended animation. In 2267, the ship was found adrift in the **Mutara Sector**. (*Starship Log: 'Space Seed'* [TOS]; *Star Trek II: The Wrath of Khan*) **SEE FILES 40, 44, 68, 73**

boton

This valuable export commodity is produced in the **Rakantha Province** of **Bajor**. **Kai Winn** asked **Kira** to persuade **Shakaar** to return 'stolen' soil reclaimers so that boton and other items could be grown. (*Starship Log: 'Shakaar'* [DS9]) **SEE FILES 10, 47, 70**